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No.93 OCTOBER 1991





SCOOP REVIEW!
THE SIMPSONS
Ocean eat their shorts

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Complete game!

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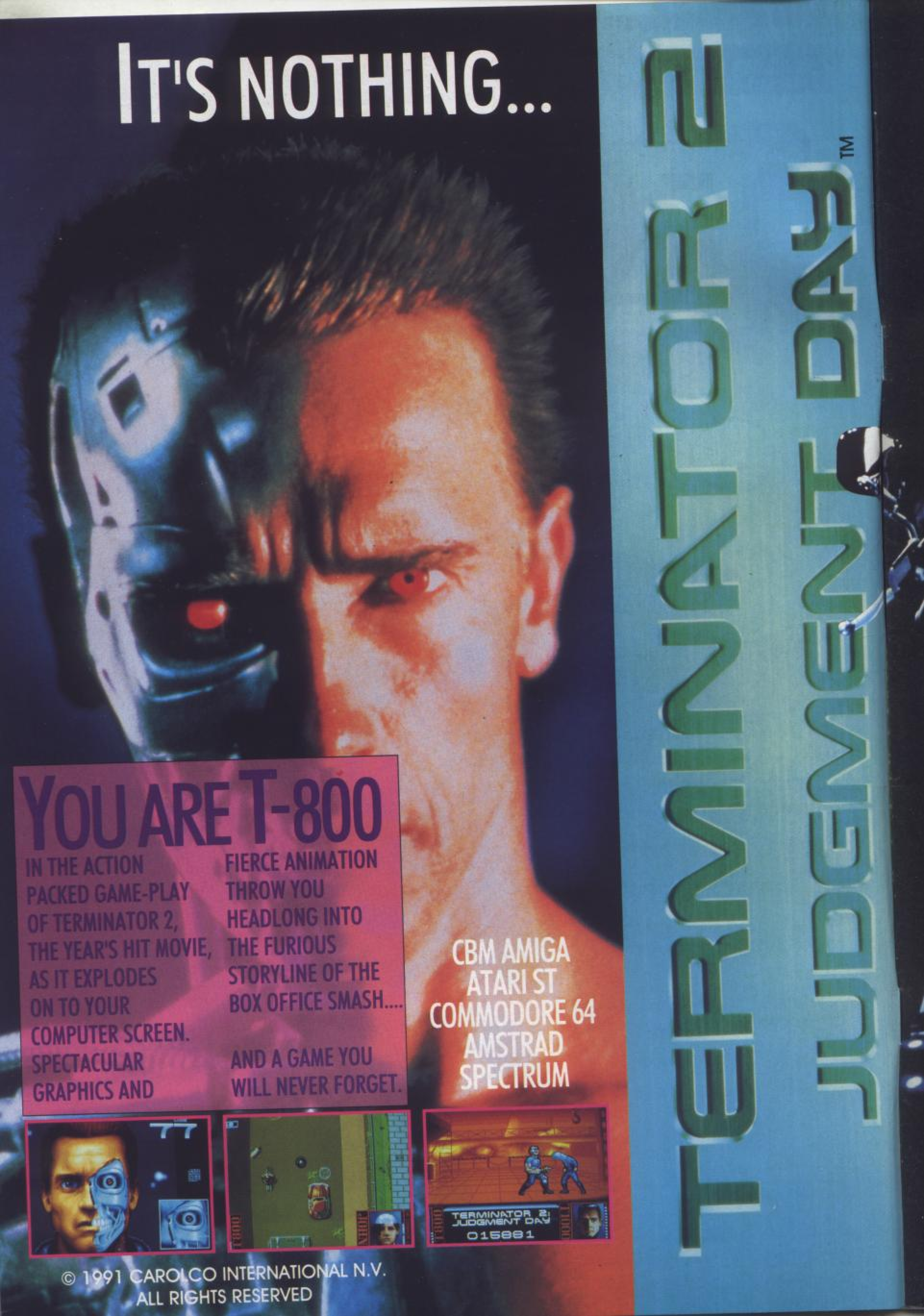
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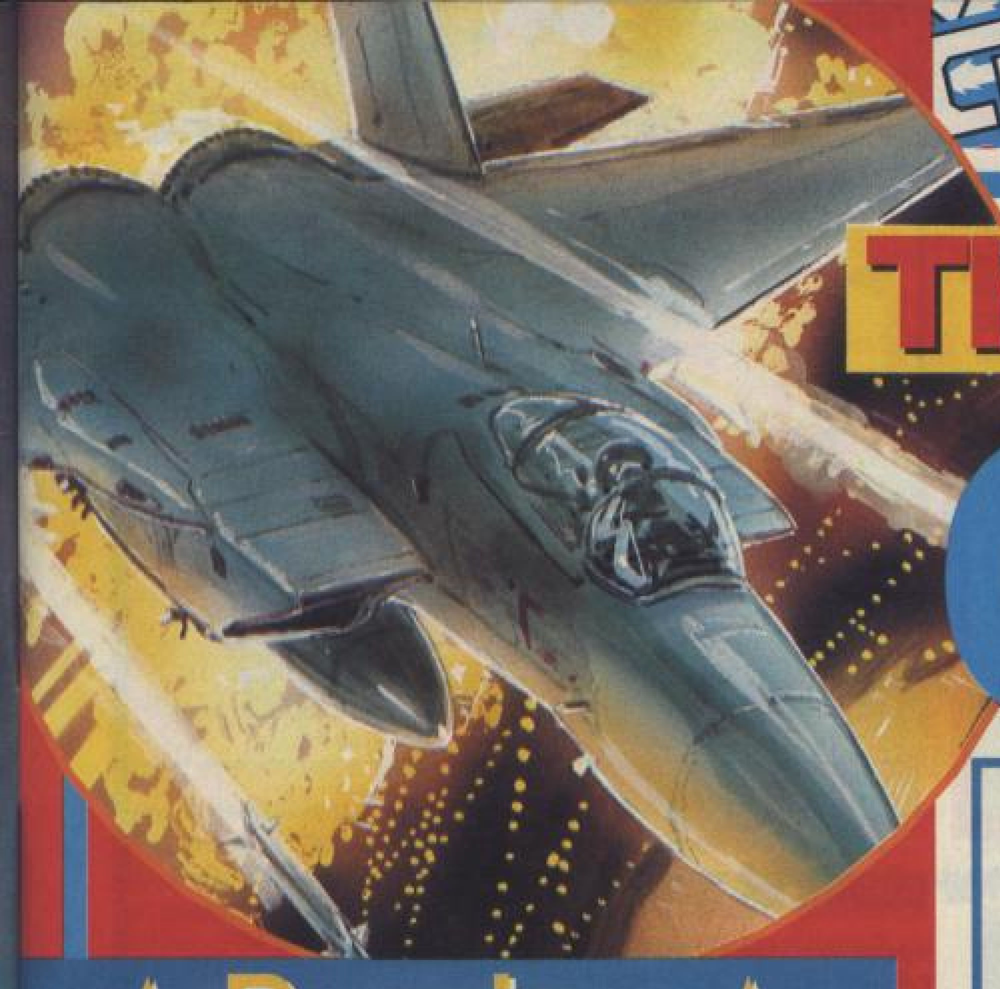

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This issue...

G-LOC

It's sky-bound acrobatics time at speeds beyond belief! So reach for your sick bags and take a look at the super-go-fast action on PAGE 16!

The Simpsons



For once Bart isn't telling porkies, there really are some mutant nasties out to wreck the world! Check out his zany story in a full, exclusive review on PAGE 14





★ Regulars ★



October's trip to Games City...

Game Thrills...page 6

Bestest brilliance around. Slap this month's Powertape in your tape deck and go with the flow!

- **DOOMDARK'S REVENGE** full game from Mike Singleton!
- **SPY VS SPY** full game from The Software Business!
- **PSYCHEDELIA** a light synthesiser from Jeff Minter!
- **POKEMANIA** your monthly dose of tips on tape!

game thrills

Bring your speccy alive with another stack of games!

THRILLS ON TAPE

Where to find the action!

SIDE A
Doomdark's Revenge
Psychedelia

SIDE B
Spy Vs Spy
Pokemania

Check the inlay for loading instructions. Should your Powertape tape prove faulty, send it in its box to: NEWSFIELD, CRASH TAPE CLINIC OCTOBER (93), Ludlow, Shropshire SY8 1JW. A healthy Powertape will wing its way back to you! Please allow 28 days for delivery (though we'll try to be quicker).

Doomdark's Revenge

FULL GAME

Just when you thought it was all over and good guys had conquered all the nasty beasts of Midnight the action's starting again. Luxor (he of *Lords of Midnight* fame) is back with his chums and this time his mortal enemy is a GIRLIE!

But this is no wimpish girl's blouse. She's Shareth the Heartstealer, dastardly daughter of Doomdark!

She's out for blood — Luxor's to be precise, and ready to waste anybody who even *dreams* of getting in her way.

Set in the mighty land of Icemark (shiver shiver), north of Midnight *Doomdark's Revenge* kicks off with Shareth bewitching Morkin and carting him off to Icemark, promising to make him head of her armies. But Tarithel the Fey, Rorthron the Wise and Luxor (along with 1,000 riders of the Moonguard) cross the Icy wastes into Icemark. Their mission: To rescue Morkin and kill Shareth (easy, honest).

Icemark boasts 6,000 locations compared with *LOM*'s 4,000, and approximately 128 recruitable characters (complete with armies) while *LOM* had 32, so be prepared for an epic quest.

Midnight's people can be divided into three main categories, the free, the fey and the foul with the free and fey in loose alliance against the foul, but the politics of Icemark are more complex.

Five races inhabit Icemark. To the north-east is the the Frozen Empire where Shareth rules the Lords of the Iceguard. Giants inhabit the north-west, Dwarves the east, Barbarians the south and the Fey the south-east.

The five races are intermittently fighting each other but the Frozen Empire is the most powerful with about 45 Lords plus armies. There are roughly 25 Giant Lords, 15 Barbarians, 20 Dwarves and 20 Fey.

In *LOM* recruitable characters remained at home unless attacked, but Icemark characters wander around, joining other Lords and raiding each other. This makes recruiting difficult as you never know where any Lord is going to be. Plus it's easy to get caught in the cross fire between warring races. Unrecruited Lords will view Luxor and his forces as hostile and act accordingly until persuaded otherwise.



The characters in *Doomdark's Revenge* are complex. Each character's personality evolves throughout the game and can affect his battle performance. A character's personality chart lists their enemies and loyalties. Recruiting characters is a skilled process. You can't just recruit characters willy nilly, they'll only rally to your banner if approached by someone they can trust. So, much of the game will be spent discovering who is loyal to whom and exploiting this information. The Fey are the most approachable, the Iceguard the least. But only Shareth can never be persuaded to join you.

Recruitment is a two way operation. Unrecruited Lords may join Luxor, while others may defect. You can, however, approach these again with a different Lord.



The wild beasties in *Doomdark's Revenge*, such as wolves and trolls, can bump off characters regardless of the army size. So avoid passing through bands of wild animals with major characters (especially Luxor).

WINNING OR LOSING

Revenge offers several levels of victory, but Luxor must be returned safely to the Gate of Varenorn. The most basic victory is won by



rescuing Morkin and returning him and Luxor to the Gate of Varenorn. Greater victories can be achieved by returning Rorthron the Wise and Tarithel to the gate. Return crowns of Icemark to the gate or any of the arcane objects on which Shareth bases her power and your victory will be greater.

If Morkin is slain only one victory will remain — killing Shareth, not an easy task. If Morkin dies Luxor will be racked with grief and diminish in power.

Destroying Shareth is the greatest victory along with returning Luxor, Morkin, Rorthron and Tarithel to the Gate of Varenorn. Upon this event, the ancient Watchwords of Midnight will flame on the surface of the Moonring, which, when spoken will awaken all the land to whatever peril gathers. With these words, the Moonprince can protect Midnight forever.

Shareth has one aim only — wasting Luxor. With Luxor dead she can conquer Midnight with ease. So the game ends with Luxor's demise. While the Moonring lends Luxor the power of command and vision, it sends out mind warmth — so Shareth always knows Luxor's whereabouts.

TIPS

The game begins with Luxor, his army and Rorthron at the Gate of Varenorn in the hills of Kahlidrand at the south west corner of Icemark while Tarithel can be located in the forest of Fangrorn.

To start, recruit a strong army to protect Luxor. South-west of the Gate of Varenorn is the Fortress of Torinarg the barbarian. Recruit him. He's useful for enlisting other barbarians. Keep a few lords around Luxor as guards. Note that unrecruited Lords won't venture into the tunnels of Icemark. So when the going gets tough hide Luxor in a tunnel.

Make Morkin's rescue Tarithel's aim, but in the early stages get her to recruit Fey lords from the Plains of Thildreon. Then send her north, with some lords for protection, to find Morkin on the Plains of Anvoril. These are surrounded by frozen wastes, so you'll have to tunnel your way in.

Spare Fey lords should search the Forest of Fangrim for recruits. Choose a rendezvous point. Somewhere around the northern borders of the Forest of Fangrim makes an ideal spot as it's within easy reach of most of Icemark. Don't spread out forces except to recruit. Rorthron makes an ideal ambassador: he usually recruits a couple of Lords from each race. Once you have a foothold in each race, recruiting becomes easier.

On your travels you come across many useful items, offering increased prowess in battle, increased speed or powers of persuasion. Items will generally only offer benefits in the right hands. For example Giants own hammers, Dwarves axes, Barbarians spears, Icelords swords and Fey bows. The towers of the wise can help you locate objects and discern their use.

With a reasonable army of Lords, wait for Shareth to come and find you or venture into the Frozen Empire and draw her out. Waiting allows your armies rest while sending out ambassadors, but it also allows Shareth to build her strength. Journeying into the Frozen Empire lets you catch Shareth while she recruits, but it leaves you open to attacks from wandering warbands and weakens your forces. Your strategy will depend on the movements of characters beyond your control. Watch out for more tips in future issues of Crash.

KEYS

1 — North
2 — North-East
3 — East
4 — South-East
5 — South
6 — South-West
7 — West
8 — North-West
Q — Move
W — Look
E — Choose: *Doomdark's Revenge* offers more choices than *LOM*. An Approach facility has replaced the Recruit option. Approach is like going forward under a banner of truce to parley with the other commander. He may be persuaded to join your cause, on the other hand he may ignore your truce and fall upon you. So use caution.

Other characters can join the same battle. At the morrow's dawn the battle result will be known. If you win, the enemy will be destroyed or scattered. If the enemy wins, your surviving characters will scatter troopless. If the battle is still in progress you can move your commanders away or continue the fight. Many factors including a commander's personality, size of army and health, influence the outcome but experience will tell you which commanders are best in battle.

- R — Check Place: Information on a character's current location, time of day and what they may have found there.
- T — Check Battle: Information on battles or skirmishes your character has recently been involved in.
- Y — Check Army: Gives details of your army, other armies in the same location and armies immediately ahead of your character.
- U — Check Person: Gives details of the personality of the character you are currently controlling, including who they are loyal to. A character's personality traits can alter throughout the course of the game. A once loyal character may suddenly defect to another camp.
- A — More: Sometimes there may not be enough room on screen to display all the information requested. Whenever this occurs the message 'More...' will appear at the bottom of the screen. Press this key to reveal the rest of the information.

S — Save
D — Night
F — Dawn
G — Yes
H — No
J — Load
Z — Copy: Prints out the current screen.
C — Luxor
V — Morkin: Only available once Morkin has been rescued.
B — Tarithel
N — Rorthron
M — Select

Things Around Icemark

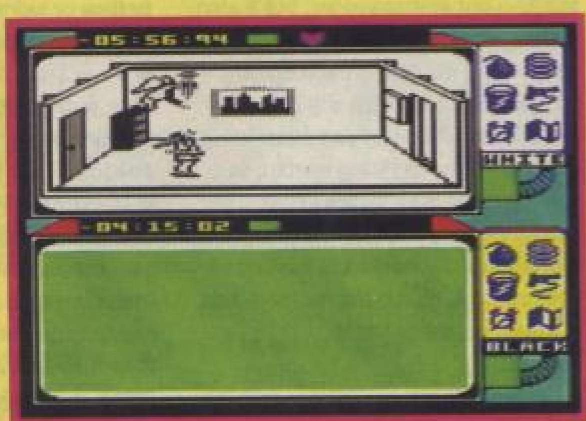
Mountain — Moving across mountain ranges takes hours and exhausts troops.
City — A highly fortified township and home to a major Lord.
Forest — Home to the magical Fey. Movement through a forest will be swift for the Fey alone.
Tower — Home to the Wise. May offer help if sought.
Pit — Offers access to the subterranean passages of Icemark, but may also conceal foul creatures. Once inside a tunnel tall pillars crowned with fire mark the way forward or back. If there is no way forward you will see only darkness. Tunnels lead only north, south, east or west.
Hall — May offer warmth and shelter to the weary traveller.
Hut — May offer warmth and shelter to the weary traveller.
Hills — Slows a traveller's journey.
Fortress — Strongholds of Icemark's minor Lords.
Palace — A source of power but won't sustain heavy attacks.
Temple — Some give access to the network of tunnels beneath Icemark, others harbour dark and mysterious forces.
Gate — Entrances to the subterranean roads of Icemark.
Stones — Often conceal strange powers sometimes not benign.
Fountain — Offers refreshment to the weary traveller.
Icy Wastes — Impenetrable to all.
Mist — Block the landscapes as they roll across Icemark. All save Shareth's Iceguard find their courage and strength sapped if caught in their grip.
Army — A friendly army offers no hindrance to the traveller, but attempts to travel through an enemy army offer grave peril.

Spy vs Spy

★ Full Game! ★

★ Blowing up people was never so much fun!

It's crazy cartoon capers all the way with this brilliant two-player game of wits and determination! You are the White spy and this is your mission: Collect four secret items and a briefcase, find the only exit and board your plane, all within the time limit. To complicate matters, your opposite number — the Black spy (AKA the bad guy) — has been sent on the same mission!



LET'S GET GOING

You have the following options: Number of Players, Difficulty Level, Computer Opponent IQ, Exit Hidden or Revealed. Move the cursor to any of the options, then moving left or right to alter. Press Y to start.

The Movement Status Indicator provides directions to the last nine rooms you visited. As you trace your movement back, the Movement Indicator scrolls left to right, deleting each arrow, until you're back where you started.

To manipulate objects, move within range, and press fire. Any object can be opened or lifted and could reveal something you need. If you're unlucky, it will activate a booby trap (ie, go *boooomm!*). To open doors press FIRE.

ON SCREEN VIEWS

The screen is split into two. The top half shows the White Spy's movements, the bottom, the enemy's. Right of screen is the Trapulator and its icons.

When both spies are in a room, only the display of the spy first in the room is shown and combat mode is entered.

COMBAT MODE

When in combat mode, spies can't search for objects or use the Trapulator, but may open doors (and set off any traps attached to them).

If they're not in range of an object, pressing FIRE will let them batter each other with clubs (how kind!). To swing the club down, hold FIRE and move the joystick from up to down. To jab, hold FIRE then move the joystick left and right. Release FIRE to move in combat. If a spy meets his enemy in a room, carried objects are lost or hidden but the combat winner can gain/regain objects.

BOOBY TRAPS

Spies may select any of five traps: Bombs, Springs, Buckets of Water, Guns with Strings Tied to the Triggers and Time Bombs.

The Time Bomb is activated immediately and can't be carried or deactivated. Exploding in 15 seconds, any spy in range is zapped, losing time.

The Gun-With-String and Bucket of Water can be attached to a closed door and springs or bombs can be placed behind or in anything. Spies can carry traps in and out of rooms placing them where they wish. Traps are black, remedies coloured.



How to place a trap

Press FIRE twice to access Trapulator. Move the arrow to the trap you want and press FIRE. Place the spy in front of the hiding place and watch for a brief flash, indicating the right position. Press FIRE. The trap disappears and a short beep lets you know it's set.

In the case of the Gun-With-String, only the gun disappears. As you move your spy around the room, the string follows. Position him in front of a closed door, watch for the flash. Press FIRE to set the trap.

Remedies may be carried around but, except for items in the briefcase, spies may only carry one object. Here's a table of traps and remedies...

TRAP	REMEDY	LOCATION OF REMEDY
Bomb	Water Bucket	Red fire box on L wall.
Spring	Wire Cutters	White tool box on R wall.
Water Bucket	Umbrella	Coat Rack.
Gun & String	Scissors	First aid box on back wall.
Time Bomb	None	N/A



WHAT'S THIS TRAPULATOR?

The Trapulator has four functions: Select Booby Traps, Pinpoint Your Location, Show Time Remaining and Show Inventory.

Across the top of the Trapulator a clock shows the time remaining before your escape plane takes off. Below the clock are six buttons. The first five are selectable booby traps and the sixth brings up a map of the embassy building. The flashing room on the map is the one your spy's in. Rooms filled with a colour indicate that your spy has been in that room. Required inventory items are shown by a dot.

The Trapulator also displays items collected on your mission. From left to right these are: passport, money, key and the secret plans. Use the briefcase to hold all these items. Protect these at all costs as there is only ONE of each in any game.

If an item is found and you don't possess the briefcase, the item is stored in the white satchel carried and flashes on the Trapulator.

Some of the embassy buildings are two storeys high and you move between them via ladders. Holes in the floor are often hidden by carpets. To uncover, FIRE and move up/down with joystick.

Press FIRE to shift rugs and activate ladders. Once to lower, twice to raise.

FINAL WARNING: If you exit without all the objects in the briefcase a trap will be sprung!

KEYS

You can define you own set of playing keys and there's a joystick option too!

How to start being a spy

- Try to only kill the black spy once or twice — he's more useful alive.
- Watch out for the other spy's hands — he's a pickpocket.
- Find the airport door early on but don't open it.
- Set traps on both doors into the room to blow up The Black Spy, then pinch his goodies.
- If there's no time to set a trap on the door, club the enemy to death in the airport room, but make sure you have one of the objects he needs or he'll escape before you can say 'James Bond'.

Psychedelia
The Light Synthesiser

Very weird thing this. It's a light show designed to be 'played' while your fave music is blasting from your ghettoblaster! The program is created by one of the most imaginative programmers around: Jeff Minter, who says: 'Turn off the lights, put on whatever music you like to freak out to and do it with feeling!'. Bizzare, isn't it?

SO, WHAT DO YOU ACTUALLY DO?

When the program has loaded (important! Load *Psychedelia* with the LOAD "" CODE command) the screen's blank apart from one pixel. Think of that as your working space and then go mad! Press fire and wiggle around the screen to create patterns which change depending on the direction you move around in. There's loads of features to make use of and increase *Psychedelia*'s power.



FEATURE KEYS

1 to 4 and Q to R I changes the preset paraframe (ie, shape you draw with). Try 'em all out
S: change symmetry
SPACE: alters pattern element
U: change the shape of pixels (it's a good one, this!)
L: toggle line mode on/off.

VARIABLES

These bring up an adjustable bar and can be used whilst 'playing'. K and L change the values.
I: Cursor speed.
P: Pulse speed — select how fast the pattern pulses.
O: Pulse width — set the length of pulses in a pulse stream output. Just try it out!
K: Line width — set width of lines in line mode.
D: Smoothing delay. This adjusts the compensating delay which smooths out jerky patterns. Can be used for FX.
B: Buffer length. Larger patterns flow more smoothly with a short buffer rate. Small patterns with long buffer give streamer effects.
G: Sequencer speed. Controls rate that sequencer feeds in data. See sequencer bit.
J: Base level. Controls how many layers of pattern are generated.
H: Colour change. Sets colour for each of seven pattern steps. Press enter to go to next one up to seven.

PLENTY OF OTHER COMMANDS

T: Tracking on/off. Gives a different feel.
M: Auto demo on/off.
SYM SHIFT + any PRESET key: Stores all parameters for later. Recall by pressing PRESET key. Store your favourites, there are eight presets available.
RECORD/PLAYBACK: SHIFT + A to start recording. A to stop or playback. To record about half an hour's joystick input. Start recording and play as normal, a coloured border will appear. Press A when finished. Press A again to play it back. Try playing back under different variables. Recording stops automatically when memory is finished, as does playback when finished.
BURST GENERATORS: CAPS SHIFT + Z,X,C,V to program, key alone to activate burst generators.
Preprogram and recall any flashes on screen. Set symmetry and smoothing delay as required, then press CAPS SHIFT plus required key (Z,X,C or V) to assign your FX. Move cursor to where you want burst and press fire. Do this up to sixteen times and press ENTER when done. Pressing the assigned key stuffs all the points you don't require into the buffer. Try the ones already in there.
SEQUENCER: CAPS SHIFT + F to program sequencer (use F to toggle on/off). Preset patterns are played back in a sequence you determine. Programming is as for burst generators, but you have the freedom of 255 steps played back at varying speeds via the sequencer speed control. You can leave the program mode in two ways: press SPACE, and next time you go back in with SHIFT + F the stuff you already defined is not cleared and you can add to it. Or press ENTER and next time you go in the sequencer is cleared. Use the SPACE option to change pattern in mid-sequence, for example, or to see how it looks so it looks so far.
SAVING/LOADING: Press CAPS-SHIFT + S to start saving your sequencer contents, presets and pattern shapes. CAPS-SHIFT + L prepares the computer to load a saved program.

CURSOR CONTROLS

On keys use the standard Speccy cursor keys (5,6,7,8) to move the pixel and 0 for displaying a preset pattern. A joystick option is also available, use M to select mode.

Well, sprout my seedlings if it isn't...

POKEMANIA!

Hacks a plenty to give you ultimate gaming power!

- Nexor • Infinite lives
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- Rockfall 2 • Infinite lives
- Dirt Track Racer • Infinite fuel and damage
- Stack Up • Infinite credits
- Strider 2 • Infinite lives

Is your game too sexy for the CRASH Powertape?!

(send it in and it could earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standards. Yes, we're on the hunt for the best games from the creative talents of CRASH readers. Ther have been loads of excellent games over the past few months that have appeared on the tape. Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disks, with a letter explaining the gameplay and if it passes the reviewers' tests we'll put it on the Powertape! The address is NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form, without one we won't even sniff your entry!

GET YOUR GAME ON THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for publication? Then send it to us with this form! We'll evaluate it and let you Know whether it's suitable and how much you'll get for your masterpiece if we go ahead! Please remember to enclose full playing instuctions!

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Ice those lush-cakes because...

This is CRASH

ZX SPECTRUM

Livin' it up!

Well, that's it. The summer's over. Personally, I wouldn't mind finding out when it actually began. Where were the stream of endless hot days? Whatever happened to the CRASH day out at the seaside? It was rained off, that's what! But, as usual, the Speccy suffered from a drought of games through the summer — only this month picking up (ever so slightly) with the first of the big-name autumn games coming through. Check out *The Simpsons* from Ocean and US Gold's action-packed double-act of hits: *Final Fight* and *Alien Storm*. We're all hoping things will liven up now. There are certainly some hot looking games on the way — tune in to the previews to catch a glimpse of *G-Loc, RoboCop 3, Mega Twins* and heaps more! On the people front this month we have a new arrival — a big hearty `Hello!' to Lucy Hickman who climbs aboard the good ship CRASH and takes up her position of Assistant Ed (and a damn fine one she is too!). Find out about her below! Also, Will Evans, who helped out last issue, did such a fine job he's been back in the office reviewing (many thanks, Will). Right then, get on with it: there's a brilliant selection of games and power-programs on the Powertape this month (*Doomdark's Revenge* and *Spy Vs Spy* will keep you stuck to your screens for ages!). Have a good month and we'll be back next issue with the first real mountain of stuff as the Speccy games scene gets into gear for the busiest time of the year! See you then...

Rich

Hurrah for Lucy Hickman!

Stealing Lloyd's desk and dragging it through the office was Lucy's first job (filling up the holes she made in the wall with the desk's legs was the second). So, — yes! — CRASH has a brand new shiny Assistant Editor! Lucy's 22 and comes from Shrewsbury, just up the road from Ludlow. Before CRASH, Lucy's worked on Shropshire's number one paper, the Shropshire Star (as a Senior Journalist) and for national papers (including The Mirror and The Sun). Lucy only joined CRASH a week ago and hasn't had a chance to get into this month's games, but she's been playing *WWF Wrestlemania* (`pleasantly violent!') and *Turtles 2 — The Arcade Game* (`great beat-'em-up!') on the Nintendo, in preparation for when the Speccy versions arrive. And, d'you know what?, She can't wait!



It's Prize City!

US GOLD/SEGA COMPO

In Issue 91, US Gold (generous bunch that they are) had a fabbo Sega Master System console up for grabs, complete with a set of four US Gold Sega games. A brill bundle of prizes worth just under £180! Berlimey! On top of that there were ten US Gold/Sega full-colour t-shirts on offer too! The lucky winner who gets the console and games is (ta-da!): Andrew Hermitt from Dryburgh Place, Kirkintillock! It'll be in the post to you soon, Andrew (you jammy blighter!).

The ten runners-up (ie, the t-shirt winners) are: Robert Davey, High Bridge, Somerset; Terry Forthume, Bognor Regis; Sean Mauger, Aterstone, Warwickshire; Robert Holland, Downham Market, Norfolk; Gareth Whittaker, Farnborough, Hants; David Blanchard, Peterlise, Co Durham; Paul Hankey, May Bank, Staffs; Keith Tutt, Eastbourne, East Sussex; Kevin Coates, Southport, Merseyside; Jonathan Owen, Crewe, Cheshire.

Not lucky this time, eh? Well don't miss out on this month's compo and your name could be in the winners column very soon (unless you're crap, of course).

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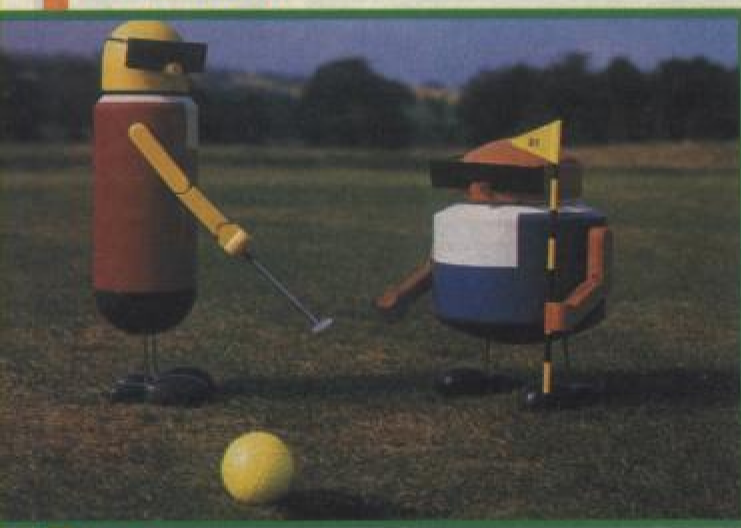
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It's the Bonanza Bros (and, look!, they've gone on holiday!)



● Mobo and Robo (ain't they cute?), the stars of US Gold's *Bonanza Bros* relaxing on their hols!

Last month, if you'd cast your minds back, we introduced you to US Gold's latest heroic double-act — The Bonanza Bros. That scallywag pair of robots who like nothing more than pilfering other people's houses. The game's a one or two-player affair, in the arcade adventure mould, starring the Bros (called Mobo and Robo). The game's release date has now been set for Novemeber (128K only), so, in the meantime, Mobo and Robo have packed their swag bags and taken a short break. Yes! Here they are on holiday enjoying a relaxing game of golf and they can't be bad players 'cos they've already reached the 18th hole! Maybe there's a *Bonanza Bros play Leader-board* game on its way? And, then again, there's probably not.

New joysticks on the loose!

Oh! The pain, the agony of bashing away at keys and wearing out your delicate digits. Well, all that can end if you turn over to the joys of a joystick (and here's

From Spectravideo the *Logic 3* joysticks — *Sting-ray* and *Manta-ray* — have dropped in price (Hurrah!) from £15.99 to £13.99. The company reckon the *Sting-ray* is the joystick answer to a blonde bombshell (a bit daft really, since it's blue), while the *Manta-ray* is built for comfort (and yes, they both do all the usual stuff like fire, go up and down and round and round).

But (according to Spectravideo) for super-dooper, go-fast mega-brilliance there's the three fire button, eight position centring tension control *Gravis* at a pocket stinging price of £39.99.

For a really red hot joystick (well, it's red anyway) there's the *Jet* range from Product 2000 featuring high quality (or so it says here) microswitches on the three models — *Microjet*, *Megajet* and *Superjet*.

In your shops now!

World Federation Wrestling (it's all the rage!)

They're big, they're bad and they're very very *nasty*. These are some hyper-horrid Yanks you really wouldn't want to cross. Quite simply, they'd break your face as soon as look at you.

Bang! Biff! Blammo! No, it's not Batman: they're the biggest names in WF Wrestling, and guess what, you lucky people, you're going to face them in the ring (Stop quaking at the knees this instant!).

WrestleMania has spread like wildfire both here and abroad, with fighting machines like Hulk Hogan, André the Giant and Brutus `The Barber' Beefcake becoming household names (Hulk Hogan

Is this the end o' th

Rumours have been flying around the computer industry this summer that Amstrad are expected to halt production of the Spectrum +2. The hardware giant currently has a stock of 35,000 Spectrums which it expects to fill the Christmas demand with. But after that, the rumours say, no more are to be made. If you've heard that, don't panic — it's a load of chunter. One quick phone call to Amstrad soon sorted all the gossip out...

CRASH: Hello! It's CRASH! So, what about this `Amstrad axing the Speccy', then?

AMSTRAD: Oh, *that* story...

CRASH (In a bit of a strop): Well?

AMSTRAD: No, no, no. The Spectrum's still a really strong market for us and we'll keep supporting it.

CRASH: Oh, that's good.

AMSTRAD: Yes, it's got a really strong market in the UK, Spain and lots of places in Europe!

CRASH: So, it's still on the production line?

AMSTRAD: Indeed it is.

CRASH: That's lubbly jubbly, so a big `Hurrah! for that! Byeeee! (Click!)

Feel the Forces!

As long as you've got a Sega or a Nintendo!

Consoles, they're not bad are they? Fun, fun, fun with the stack of groovy games happening on them! The two hottest families of consoles around at the moment are Sega and Nintendo. If you've got either, or are interested in them, you'll be dead chuffed to know there are a couple of ace new magazines on the way, specially for Sega and Nintendo players, and they're from the makers of CRASH!

SEGA FORCE and NINTENDO FORCE both arrive in newsies across the country in October and bring the thrill-packed console scene to life! SEGA FORCE will cover Master System, Mega Drive and Game Gear action and NINTENDO FORCE will have all the gen on the Nintendo Entertainment System, Game Boy and Super Famicom. With reviews of the latest games, news from all over the world and bubbling features these two new magazines can't be missed! Check 'em out in October (a snip at £1.75 each!).

NEW SEGA FORCE — NOT AN OFFICIAL SEGA MAGAZINE

NEW NINTENDO FORCE — NOT AN OFFICIAL NINTENDO MAGAZINE

...ngs!

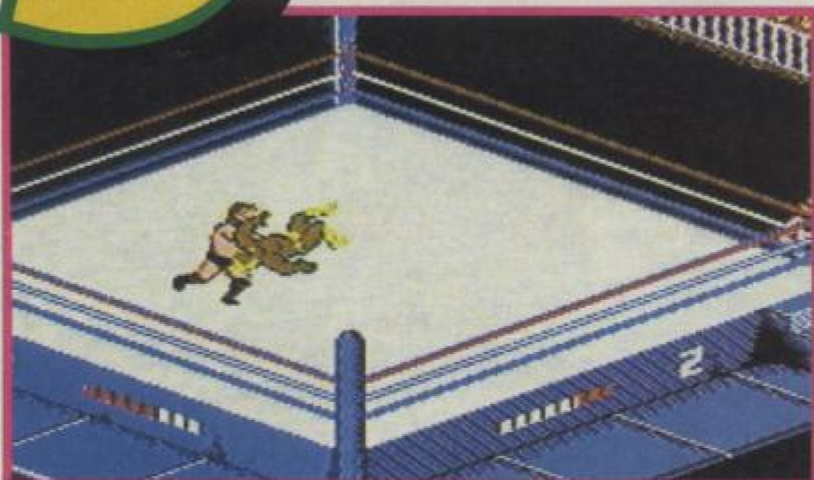
starred in the *A-Team* the other week so he *must* be famous).

Now these muscle-bound monsters have grappled their way onto a new Ocean release, based on the Nintendo WWF game *WF WrestleMania Challenge*, and it's up to you to survive and *conquer*.

In the game you fend off Atomic Elbows, Warrior Wallops, Headbutts, Chokeholds, Double Axes or Leg Bombs and many other forms of agony to pin your opponent to the floor for the count of three.

In the Eight-Man Tournament you take on all the WWF superstars one after another. In the Tag Team Action you control two wrestlers and take on a side selected by the computer while in the Survivor Series your fighters have to eliminate the opposition in a gruelling six-man contest.

Good Luck Amigos ('cos you're really going to need it).





Lemmings

Cute suicidal furry folk come to the Speccy!

Yes! It's true! The smash hit game from the 16-bit computers has been converted to the Speccy by Psygnosis. Just in case you've been living in a cupboard and have never heard of *Lemmings*, here's a brief rundown of what the game's about.

The idea is to save as many Lemmings that drop into screen as possible by getting them to exit at the other end of a given landscape. A bit tricky, since these cutesy characters haven't got a brain cell between them and all they know is how to walk, one following the other blindly.

They walk in one direction until the end of a cliff arrives — and oblivion.. Luckily there are things you can get individual ones to do which will block a dangerous path or facilitate safe exit. These include building, climbing, blocking and parachuting (safer than falling). You must also accept that you will never save all 99 Lemmings that drop into screen: some will be unlucky, others will have to be sacrificed for the good of the multitude.

LOTS OF LOVELY LEVELS!

So, this is where the fun starts. The landscapes you have to conquer get more dangerous for the poor creatures as you go along, and the jobs to give them get less, so you have to use your brains to work out exactly how to get the required percentage to the exit. The 16-bit versions of the game had 120 levels in all, split into four categories.



Fun, Tricky, Taxing and Mayhem! The Spectrum version looks set to follow suit (which was completely excellent), so it looks like Psygnosis are going to have a real hit on their hands!



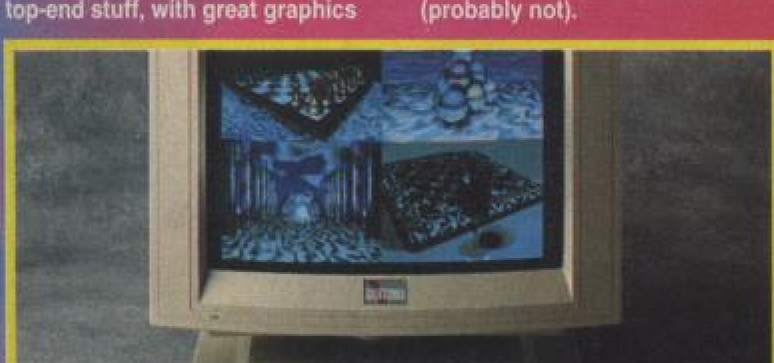
...the Speccy as we know it?

AND A NEW ONE FROM 'STRAD!

There's a new machine coming from Amstrad who are forcibly putting themselves at the forefront of taking powerful PC machines into the games market. And what's this bundle of fun called? The PC 5286 Games Pack!

The games side of PC machines has been growing in popularity for a long time. Their power capabilities far exceed the Amiga, but no company has produced one specially for the leisure market.

Amstrad's new machine is real top-end stuff, with great graphics and sound facilities on board (something most PC users have had to fork-out extra for). The price tag for the bundle, including three hit games, is £899 plus VAT: cheap in the PC market, expensive in the home computer market. Oh, and the Ed can't help wondering if this announcment stems from a meeting he had with Amstrad hardware boffins last Spring, when he commented (sagely): 'The only way forward to the ultimate leisure-based computer is to take a PC, jazz it up with graphic and sonics capabilities and sell it as an entertainment-based machine.' Could it be... (probably not).



The Simpsons
Bart Vs The Space Mutants
Ocean • £10.99/£15.99

The Simpsons are those yellow things on Sky TV. Sadly, RICHARD EDDY's not terribly *au fait* with the TV show — but (but! But!) he's seen the video to Bart's 'Do The Bart Man' which wasn't half bad (so that'll have to do).



Ocean's release is an adaptation of the original Simpsons game that appeared on the Nintendo from video games company Acclaim. Gameplay, at it's simplest, is a platform puzzle, with you controlling the irrepressible Bart (who the hell else?).

So, the story: Aliens are invading Springfield! Bart's discovered a bunch of slimy, gross greenies are taking over the bodies of Springfield's residents! Not only that, but the mutants are building a weapon with which they plan to take over the world! Bart's the only one who knows this and reckons he's the only one who can stop it happening!

He probably could save the planet on his own, but a bit of help from the rest of the family wouldn't go amiss. Problem is, Bart's not renowned for telling the truth and nobody believes him. Would you? Convincing them is one of the game's objectives.

LEVEL ONE'S BITS

Let's look at level one, which reveals most of the game's features. We're in Springfield town. Colourful, isn't it? Bart can walk or run left and right and leap onto ledges and other supportive objects (a lot of experimenting is needed to work out which ledges/objects Bart can stand on).

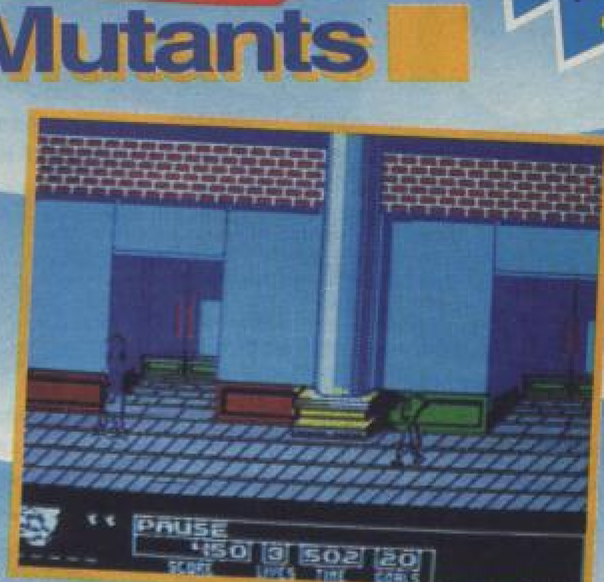
As he moves through the town the screens flick from one scene to another, rather than scroll. The town's crawling with mutant invaders — gribbly creatures that mince about. They're horrid, and stun Bart, knocking down his hit count, should he come into contact with them (two hits to a life, three lives). Bart's unarmed at the start, and most of the time it's best to leap out of the foul creatures' way.

SPRINGFIELD SNATCHERS

Each level has a set of objectives. Number one is to 'exorcise' mutants from the bodies they've taken over. Although usually normal people and mutant people look the same, if Bart selects his x-ray specs (from the 'holding' menu), he can spot the mutants (they have wiggly things protruding from their heads).

Leaping on a mutant's head frees the person of their alien inhabitant. Reward is 200 points and a Proof of Existence token. These tokens are important as they light up letters of a family member's name: on level one it's Maggie — so exorcise six mutants and she comes to your assistance. Be careful not to leap on the head of a person who isn't a mutant because Bart's penalised one hit.

The second objective on each level is to achieve a set goal. This involves collecting objects, scattered around, which the mutants need to build their weapon: collect or ruin the objects and prevent the mutants completing their machine.



● Here we are at the shopping mall, the first bit of level two. It's jolly, it's colourful — and that could be a mutant (check it out!)

Getting about Springfield: the Bart way!

Hopping about the place is a good tactic — eventually you'll find which ledges can be used as platforms. Maybe the canopy can be used as a bounce platform!

Not quite sure what it is but it's purple and that's bad news. Getting up there may be tricky (could bouncing on the canopy be of help?).

/Ah, a red postbox. Originally it was purple but Bart's just attacked it with his spray can (Ha! That'll thwart the mutants!)

With collected coins Bart can go shopping for helpful items — does Candy Most Dandy stock Cherry Bombs? (Probably not)

Here he is — young Master Simpson! The graphics have captured him well, haven't they? And he struts along really nicely



Level three: it's got lots in it!



● The first bit of Krustyland. Bart's goal is to collect floating balloons — there's one (and it's guarded!)



● This is the entrance to the Dizzy Doors puzzle game and that character on the yellow screen is someone you'll meet later on...



● Hopping all over the ferris wheel. Tricky, because you must work out which bits of the wheel's decorations support Bart's weight!



● Yeek! The villain of the Amusement Park: Sideshow Bob. Mean, tough, nasty and killed by jumping on his large feet!

PURPLE MUTANT POWER

In level one the mutants are after purple objects. Bart clears Springfield of these things by spraying anything purple with red paint. Of course, there's the matter of finding a spray can and finding another when the first runs out.

Some objects' colour can't be changed by using paint, so extra thinking comes into play. Laundry can be used to hide purple objects, and buying Cherry Bombs to lob about turns flighty objects red. Buying? Oh yeah: Bart starts off with 10 coins and can obtain more by doing things or just finding them hidden away. He can buy objects to use in his quest, use coins to play extra games later on, and for every 15 collected an extra life is awarded.

Lots of extras are hidden in the game — extra life icons, invincibility tokens and more! There's even a skateboarding section which is a lot of fun! At the end of each level Bart faces a major foe — not too difficult to beat but satisfying when you do.

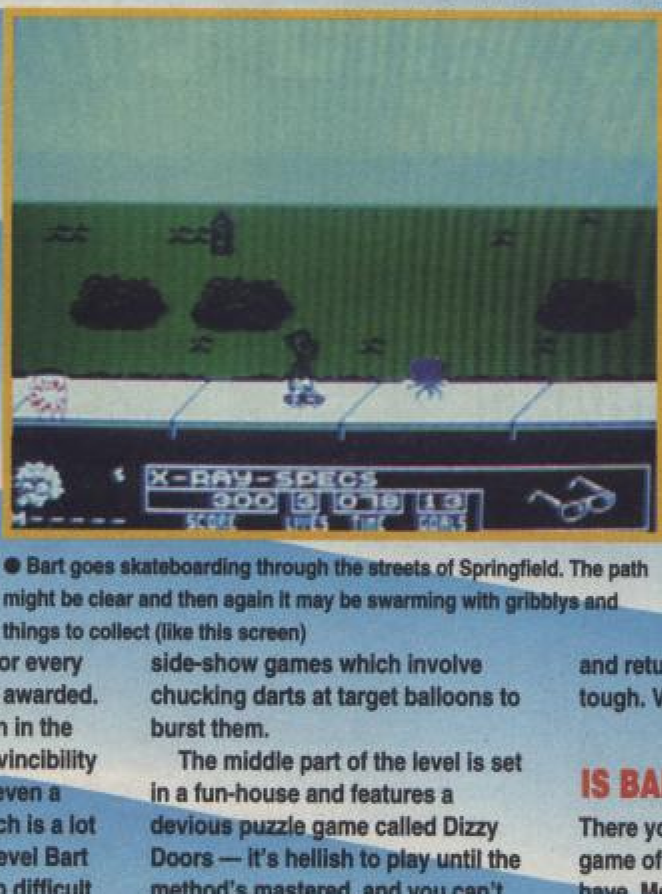
THE BEST OF THE REST...

All levels are packed full of interesting things to do and discover and they're all great fun to play. Let's check out the highlights, shall we? (Yes!)

Level two is the Shopping Mall, the goal to collect hats. They may just be lying around but most of the time Bart has to knock them off people's heads! To start with, this is much like level one but then there's a bit of solid platform gameplay. Precise movement and pixel-perfect jumping is necessary to leap between the moving platforms — or fall into the dangerous goo on the ground.

The Krustyland Amusement Park is level three. The goal is collecting balloons and, with the aid of a picked-up sling-shot, Bart can take aim and fire! He can also pay to play side-show games which involve chucking darts at target balloons to burst them.

The middle part of the level is set in a fun-house and features a devious puzzle game called Dizzy Doors — it's hellish to play until the method's mastered, and you can't continue until it's completed. Then there's a tricky bit of platform action over what look like organ pipes blowing gusts of air. They also chuck up dangerous objects which stun Bart. Tricky, until you've played the game a few times! And look at the load of big, bold and colourful graphics — especially the Ferris wheel. Pretty spectacular stuff!



● Bart goes skateboarding through the streets of Springfield. The path might be clear and then again it may be swarming with gribblys and things to collect (like this screen)

Level four is the Natural History museum and the goal is collecting exit signs. A dart gun, if found, is used to collect the more out-of-reach signs. All the while mutants are crawling around and, as it's night-time, some of the exhibits come to life! The place is wired up to laser alarm sensors — don't set one off!

Finally, level five, set in Homer's place of work, the Nuclear Power Plant. Here all the Simpson family help Bart as he goes, via stairs and elevators, collecting nuclear power rods from around the big building and returning them to the reactor. It's tough. Very tough!

IS BART ART?

There you have it. Ocean's big-name game of the year. The license to have. Mega-bucks City. The question is: is it all worth it? And they answer's a hearty 'Yes!' (Hurrah!). *The Simpsons* is a great romp into cartoon-land and just look at the screens — packed with colour, and the variety is great.

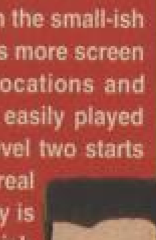
It plays very well, too: more or less exactly like the Nintendo original, and while it may sound pretty basic (or play pretty basic on your first few goes) it's when you start discovering things, making use of objects, finding hidden treasures that it really comes alive. And achieving an objective is satisfying because the route to completion can be pretty tough (especially some of the platform elements).

If you're a Simpsons' fan the game's incredibly appealing, the graphics all reflect Matt Groening's cartoon very well. And how much of a fan you are dictates how much you're really going to enjoy this. Non-fans can still get loads of entertainment, but some parts may be frustrating if you're not into the characters.

There's been lots of umming and ahhing over whether this is a very, very good game or a great Smash. The difference depends on whether you can relate to The Simpsons' show and its sense of humour or just think they're a bit of fun. Me? I loved the game even though I don't get to see the Simpsons, so I reckon it's a nice, solid... ● 90%

NICK

So, here they are: The Simpsons and the great character of Bart in the lead role. The game's captured him well — the little sprite even blinks (neat touch). What's quite striking is that the sprites are all on the small-ish size — don't be put off: this just means that, effectivly, there's more screen area to play around on. It's great fun exploring all the locations and discovering all the items. Difficulty levels vary: level one's easily played through (but discovering all its secrets takes some time), level two starts getting tricky with the moving platforms and level three is a real challenge, especially the Doors puzzle game. Also quite tricky is getting the hang of the 'holding' menu from which you can pick stored items to — bit fiddly that. *The Simpsons* is quite a different style of Speccy game, there's something there for everyone — real family fun! ● 91%



Rating

A Packed arcade adventure, ideal for Simpsons' fans

PRESENTATION	82%
GRAPHICS	88%
SOUND	80%
PLAYABILITY	90%
ADDICTIVITY	91%
Overall	91%

What do you get if you cross frantic dog fighting action with state-of-the-art computer graphics and dump the whole lot into something that looks a bit like a tumble dryer? (Bizarre!) Yes that's right! It's the *G-Loc* arcade machine with it's R360 cabinet! NICK ROBERTS gets handed a sick bag and takes a look at the Spectrum conversion on its way from US Gold...

Previewz

G-Loc

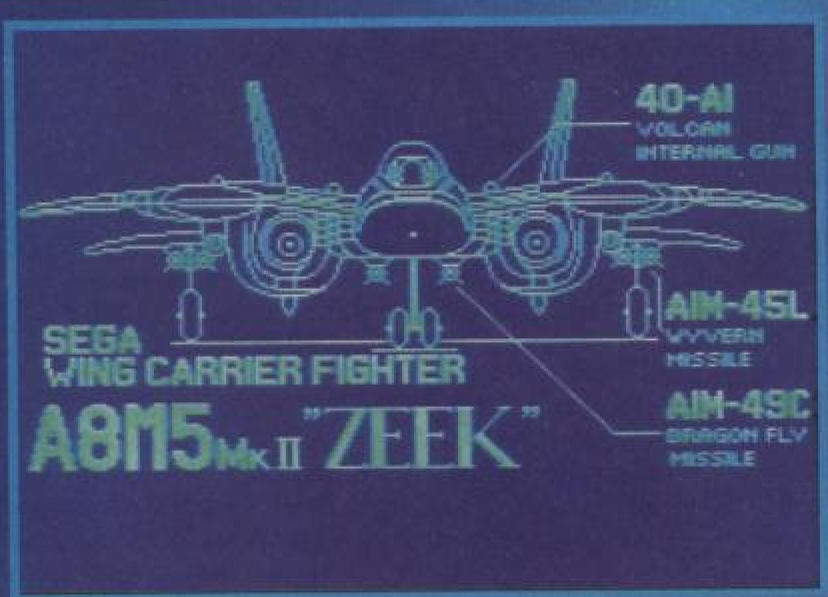
● Loss Of Consciousness by G-For

G-Loc takes you on a suicide mission in an experimental superplane through some of the deadliest terrain in the world. There's 38 action packed levels divided into three different skill levels. You view the action from inside the cockpit and get all your info from the HUD (Head Up Display). Some far out weaponry is needed to survive in this game so the plane's armed with twin rapid machine guns and an impressive on-board guidance missile system.

Programmers from Images (not to be confused with Images, the

Parachutes and Choppers

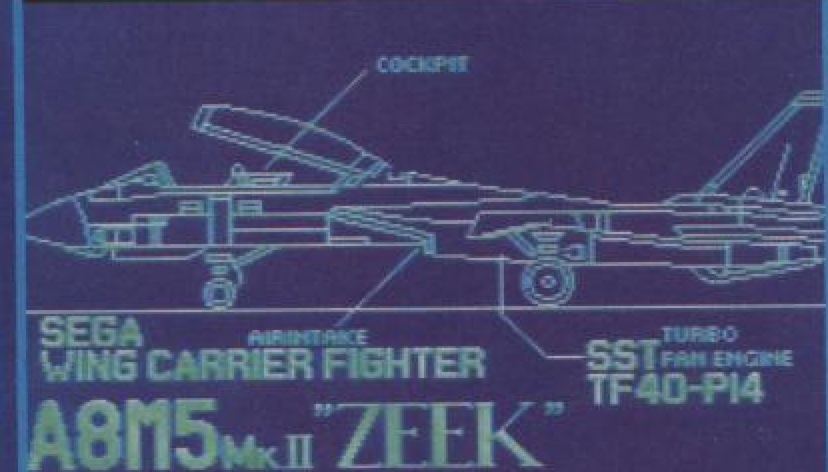
...the story so far.



● The awesome experimental superplane in all its glory. These impressive line drawings of the Sega Wing Carrier Fighter or Zeek show the Volcan Internal Guns, Wyvern and Dragonfly Missiles plus all the other major features.



● Land and sea based levels with hordes of awesome enemies ready to have a good blast at you in each. Here we see the aircraft carrier, your base, in the water.





● Zooming around the skies is all very well but one wrong move and you could end up in the drink. It looks like this fellow did just that, but managed to eject from his doomed plane in time and float down in his parachute.

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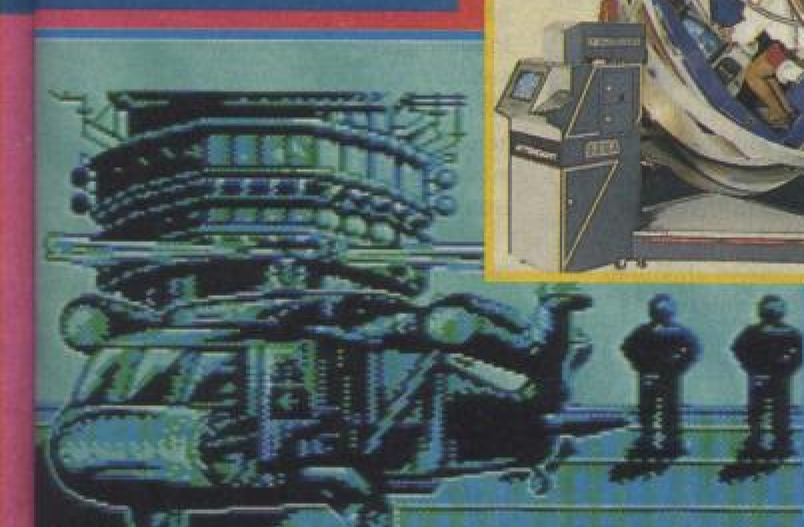
Air
Battle

ultimate in disco sound brought to you by yours truely!), Rob Hylands and Damian Stones, told me that *G-Loc* was 'a pig and a half' to program. They plan to go one step further than *Afterburner*, with full pitch, yaw and colour on some of the larger sprites (exciting stuff, isn't it?). They've managed to cram more onto a disk then ever before and have fitted nearly all the major features of the arcade game into the conversion (no mean feat). The only things missing are a few of the explosion routines. Let's have a look at what they've developed so far...

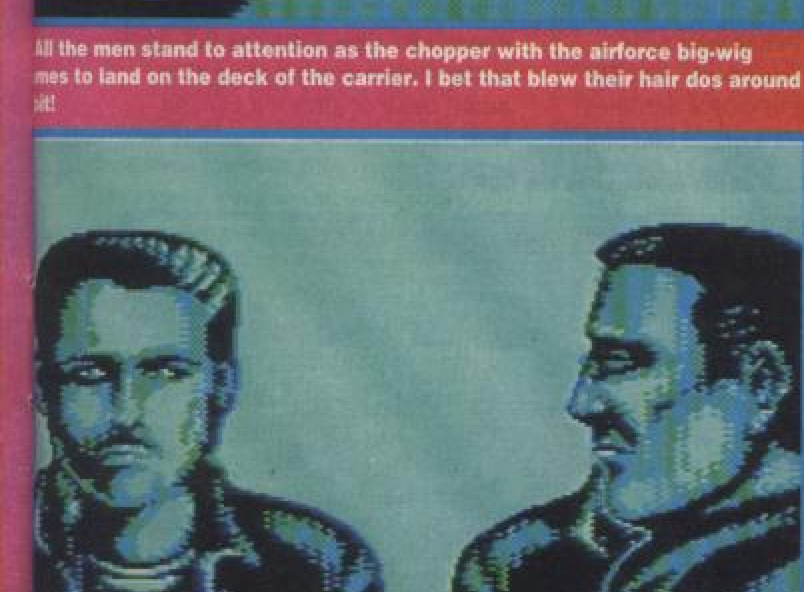


rs...





All the men stand to attention as the chopper with the airforce big-wig comes to land on the deck of the carrier. I bet that blew their hair dos around a bit!



Before setting off on a mission the men must be inspected by the boss: just make sure they have clean boots if they get shot down!

Here come the Carrots!

The G-Loc arcade machine comes in many shapes and sizes. Besides the normal stand up consoles, there's one where you sit down in a cockpit and control the action. But the best has to be the R360. A revolutionary machine where you have to be strapped and locked in, roller coaster style, for your own safety.

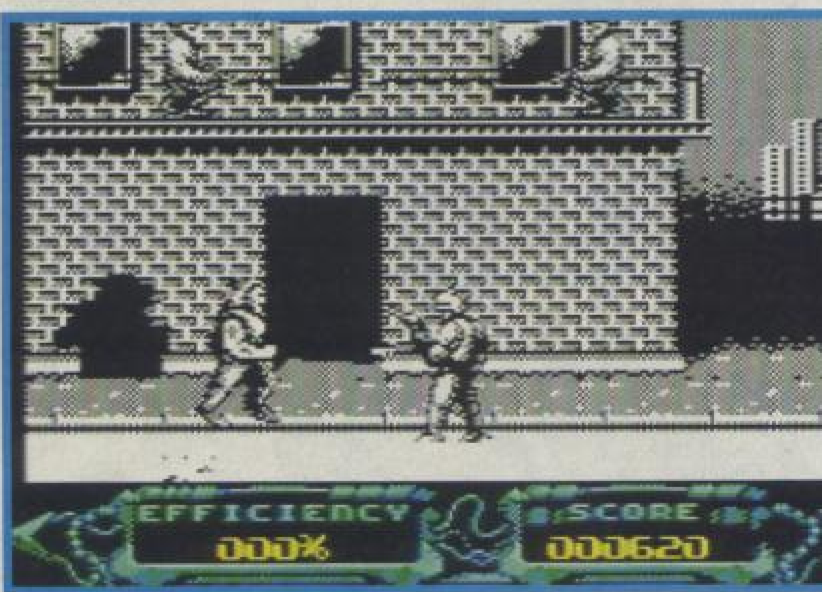
Just look at that baby go! Just like flying the real plane. Sega have always been the first to introduce new styles of arcade action and this has to be one of the most realistic ways to play a flight simulation. There are two rings positioned around the cockpit and they respond to the way you control the plane in the game. So why is it called the R360? Yes, you've guessed it: the whole cockpit turns a complete 360 degrees when you spin the plane. If you plan to take a trip down the arcade to have a go, don't fill your face beforehand — the arcade attendants are fed up of being on constant mop and bucket duty! And by the way, there are only two R360 machines in the whole of the United Kingdom! Hunt them down!



Back and looking as mean as ever it's...

RoboCop 3

RoboCop (he's the future of law enforcement, y'know) is lined up for a new adventure in the third RoboCop film, hitting the screens next Spring. But Ocean can't wait — they're releasing his latest adventures this Autumn!



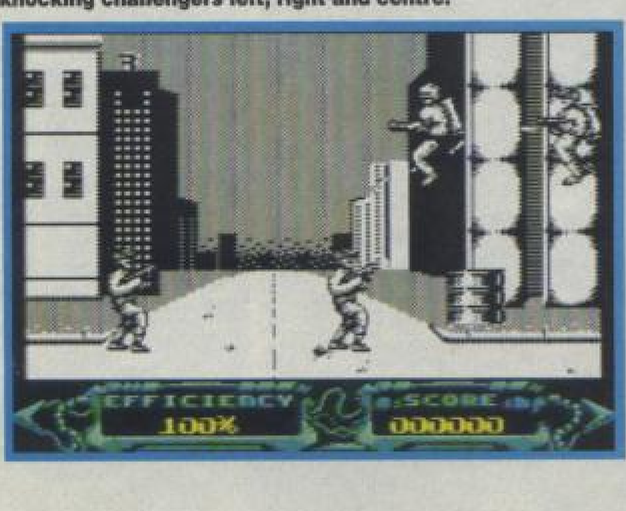
● RoboCop ready for some attacking aggro as opponents move in for the kill

No chance of the most popular science fiction character of the past few years being melted down for scrap metal. No, siree! He seems here to stay, unless movie three turns out to be flop. But then there's always the animated series and comics to keep him alive — and there's the Speccy too: Ocean want to make sure you're kept hooked to the superhero with this forthcoming super saga.

The story, then goes like this: OCP, the rather crooked owners of Delta City, have been taken over by an oriental organisation, and the new owners have brought heaps of trouble with them: Otomos — deadly Ninja Robots (that look like humans), with which they attempt to wipe out the poor people of Old Detroit (the rehabs). Nasty stuff! Unfortunately for OCP RoboCop, being a nice guy, decides to side with the rehabs. Hurrah! The road is clear for a bucketful of mayhem and hell-raising. Double hurrah!

Dramatic, eh? The game's sounding just as good too! Much of the gameplay is based on the original *RoboCop* game and coin-op — no doubt because of the fact that *RoboCop* is one of the most successful games of all time has something to do with this methinks!

● It's the jet-pack bit as RoboCop heads down the alleys knocking challengers left, right and centre!



LOOKING GOOD 'N' TOUGH

The action's of a scrolly platform/ combat style and planned to be tough, in looks and in gameplay. Unsurprisingly, you're controlling the movement and firepower of RoboCop.



● In the disused Rocket Motors Factory watch out for deadly, leaping opponents (and the acid baths!)

Level one begins at Cadillac Place, a quarter of alleyways and hidden doorways. The objective, apart from blasting everything in sight, is to rescue hostages being held by the vile Splatter Punks. Opponents come in thick and fast — watch out for punks leaping from windows and bombs flying about the play area!

Level two takes RoboCop to the abandoned Rocket Motors Factory, deadly, with its pools of acid creating obstacles for RoboCop to overcome. A jet-pack, strapped to RoboCop's back, comes into play in level three: Robo whizzes down towards Cadillac Heights, guns a-blazing, not forgetting to pick up fuel on the way. The objective is to destroy a massive armoured tank with its gun directed at a huddle of innocent rehabs. But — *calamity* — just as Robo blasts the tank to smithereens, the jet-pack runs out of fuel!

So, level four's gameplay has Robo stomping back towards OCP Tower, again being hotly pursued by hordes of opponents, including the Splatter Punks who now spring out of dustbins! And ED-209's waiting at OCP's entrance!

The finale is a grand blasting affair, set on OCP Tower's roof. Battling two lethal Otomos, RoboCop has to access a terminal to provide information to save the oppressed people of Old Detroit and so save the day!

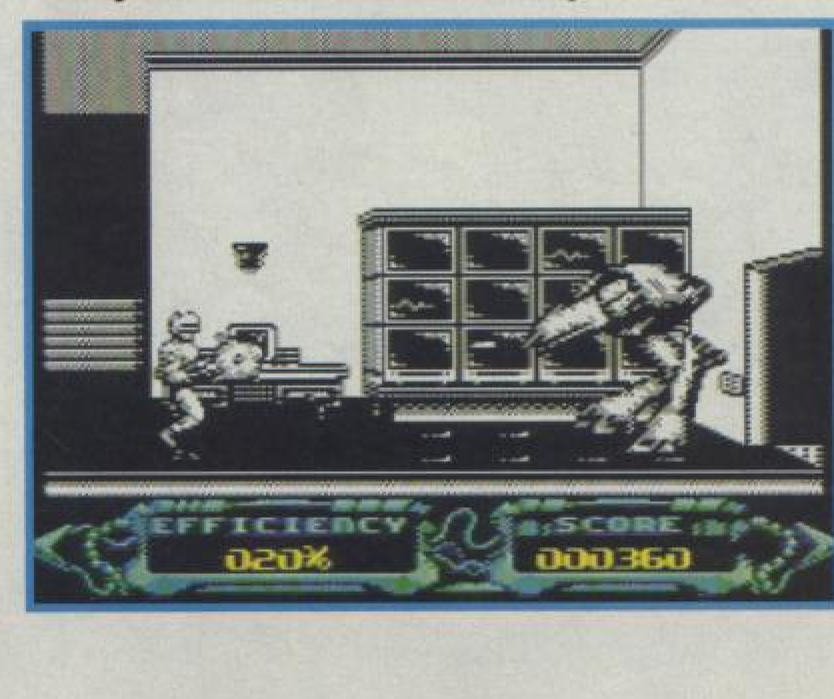
SAVING THE DAY (THE ROBO WAY)

Weapons abound, but RoboCop has to work hard to collect them. Picking up W (weapon) icons, he can upgrade from his standard one-shot gun to provide him with rapid fire, three-way shooting, missiles, homing missiles, and a smart bomb!

Also playing a heavy part in the game strategy is the Repair Section after each level. Here Robo refurbishes his bodywork, paying special attention to the part which may be damaged in the following level. For example, soundly repairing Robo's legs in preparation for level two (where acid pools abound) is a smart move that only clever people would suss out (unlike Nick!).

With the success of the past two *RoboCop* games, Ocean have something to live up to. Shouldn't be too much of a problem as the spiffy team at Probe Software is handling the project. They've assigned top programmer Dominic Wood and skill artist Hugh Binns to the project, and music and FX is being delivered by Sound Images. Sounds promising, doesn't it? Check out the full story in the review coming at ya very soon! Dead or alive it's coming with us!

● Meeting ED-209 at the entrance to the OCP building



Come on down, it's smash TV



● With unfeasably large gun in hand the hero of Smash TV stomps into the next studio. He now has to reach the icons on the other side of the screen.

● It's 1999 and the country's favourite TV show is *Smash TV*, the ultra-violent *The Running Man* style gameshow where points make prizes and a wrong answer is *fatal.*

Ocean are on the verge of releasing the fast and blood-soaked Speccy version of the brilliant Williams coin-op, *Smash TV* — so collect your Python .357 Magnum at the studio door and prepare to meet the host with the most and enter the most violent gameshow around!

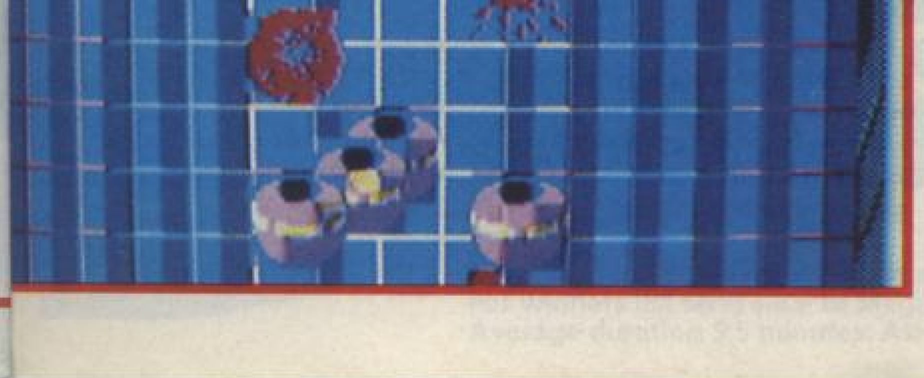
The *Robotron*-style two joystick control method of the arcade machine gives way to a single joystick, but as you can see from the screenshots all the blasting action has survived. The idea is to battle your way through the different TV studios (levels) and survive long enough to collect the big prize on offer to the winner.

BATTY BOVVER

You start with a puny gun and a studio full of baseball bat wielding maniacs. Apart from blowing the villains away there are bonus prizes and weapons to collect. Prizes include cash, holidays, cars, toasters (cuddly toy, sliding doors, conveyor belt?) and are totted up as points at the end of the level. The more powerful weapons are handy to kill guardians and more vicious adversaries. These include kamikaze guys with bombs strapped to themselves, psychotic borgs, snipers and many other weird and wonderful creatures.

It's the kind of game where you just have to keep moving, because like the coin-op, the Speccy version is fast and deadly — you're in for one hell of a rough ride. And if you think the minions are tough, just wait till you see some of the end-of-level baddies (one of them almost looks like Leslie Crowther!). *Smash TV* should hit the streets this Autumn, and it's already looking excellent with its big, bold and colourful graphics. This is one gameshow we can't wait to see!

● Even the main title screen for Smash TV is a work of art. It seems a shame to move along to the game proper.





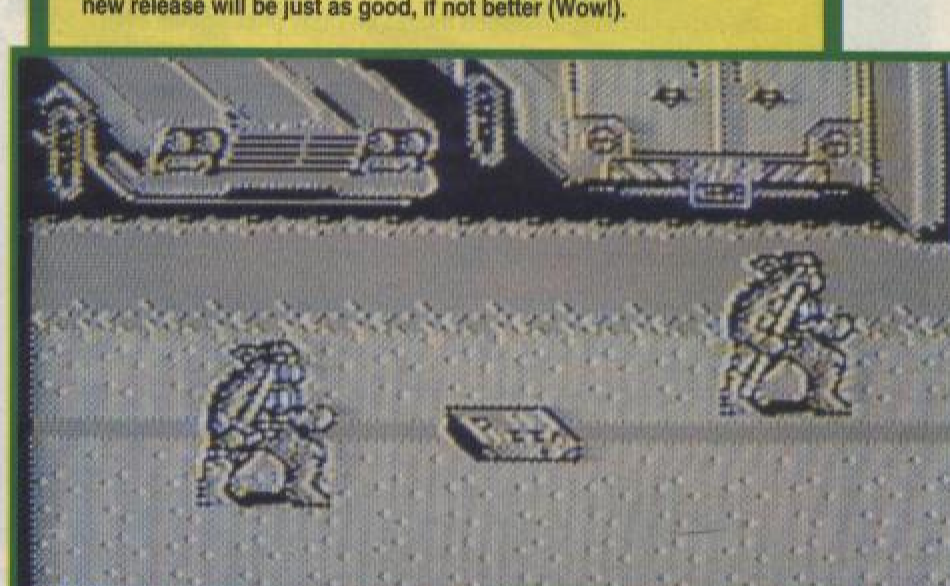
Turtle recall II

● *They're Back!* The pizza-scoffing heroes of the sewers (Duh, I wonder who they can be? A clue: They say 'Yo dudes' a lot and have shells. Got it now? Good, return to the computer screens to generally be heroic and beat up baddies and things.

In *Turtles 2 — The Coin-Op Game* out in November, the fearsome foursome rescue April O'Neil from a burning building (they're so *brave*) before facing that dangerous duo BeBop and Rocksteady in deadly combat.

Meanwhile, Splinter gets kidnapped by Shredder (not a nice man), so our hard-shelled heroes must face the formidable Foot Clan, rescue their boss, then bash up Shredder in a climatic showdown at the Technodrome.

The first Teenage Mutant Hero Turtles game became the industry's biggest selling title of all time: more than 100,000 copies of the Speccy version alone! And it's still sitting pretty in the top five games. Crash readers also voted it the Best Graphics of the Year game, and development team Probe Software promise that the new release will be just as good, if not better (Wow!).



Just can't get un oeuf!

DIZZY CHRISTMAS PACK



● Dizzy has been a busy bee since the last time we saw him. Not a killer one like the fellows in Mystic Kingdom!

● Our old friend Dizzy is on the rampage again! And not before time too (Hurrah!). It's a special compilation pack for Chrimbles, packed with two old favourites and three brand spanking new ones — two adventures and an arcade (sheer Dizzy heaven!).

All you Dizzy freaks are prob'ly waiting with bated breath to find out exactly what the pack holds! Well, here's the gen: The two older games are *Panic Dizzy* and *Kwik Snax* (both eggcellent), and the new adventures are *Mystic Kingdom Dizzy* and *Dizzy — Prince Of The Yolkfolk*! The last game'll either be *Dizzy Down The Rapids* or *Bubble Dizzy*. Amazing, eh? *Dizzy* games are like buses: you wait ages for one to come along, then three arrive at once! So, let's clamber aboard!

Fast becoming one of the best Speccy development houses, Big Red Software, are working on the *Mystic Kingdom*. Dizzy casts a duff spell and lands himself underground with all the yolkfolk. There's a friendly gnome called Theo down there too, and he's agreed to send one of the yolk folk home using his magic powers for five stars each.



● Jump in the mine cart and the game turns into Indiana Dizzy and the Temple of Omlette!

Looks like Diz has got his work cut out (again!). New features include rucks more fab animation frames on Dizzy (making him even cuter than Seymour!): now he swimms, looks stunned, and there's a sequence of him gobbling the food he finds on his travels. All in all it's looking very, very good.

The *Dizzy Christmas Pack* hits the streets around November at a price to be announced. So, don't get left with egg on your chin — get ready for the first contender for the Christmas number one slot!

● Dizzy pops down The Bear Pit for a few jars!



Is this the maddest game in the world?!

Mega Twins

● US Gold's forthcoming release featuring the dynamo duo, *Mega Twins*, made its appearance in Happenings last issue complete with storyline and all sorts of bits and bobs. We've had a quick butchers at the screenshots, and pretty good they look too. But how's the game coming along? Lucy had a chat with programming team Tiertex, who are in charge of producing the game, and came away with the feeling that it all sounds a bit *bizarre*!



● Doesn't that bean look mean? Watch out or you'll be soooorrreeeyyy!

In a one or two-player game you control one or both of the 15-year-old Mega Twins who hack through masses of menacing monsters to find the Dragon Blue Eyes stone and save their world.

On with the action: on land, 'fluffy things' bombard you, rocks hurl lava lumps and pea pods periodically open their jackets and launch peas at you (fair enough).

There's a whole bunch of other perils to avoid, like loaded trees, lava pits, scorpions, falling buildings — and a complete weirdo who looks like a Smurf crossed with a rabbit, rides around in a baby carriage and gets his mates to chuck things at you! Even Dracula pops up for a guest appearance (ready for the Funny Farm yet? Don't worry, you will be).



● Foul underwater beasts attempt to halt your progress

HAPPENIN' HEADGEAR

By air, you'll have to hold on to your hats (literally) as 'James Bond' style headwear sprouts wings and bears you off to battle against armed clouds, angelic (but lethal) cherubs and acid rain. Then there's the Rock Man who rises out of the ground and chucks things at you.

OK, on with the wet suits, it's time for a dip in the sea. More pods to fight, along with dog fish, fat fish, lobsters, sting-rays and a two-headed turtle dragon.

And so it goes on through stacks of levels until you reach the grand climax, to face the most fearsome, hideous, scarey creature of them all... Yes, it's — (Oh! It's so horrible, even worse than Corky!) It's a clown on a beach ball (the men in the white coats are now knocking on your door and looking mean). Said clown will bounce up and down on you (and it's going to really hurt) unless you zap him first. His death will win you your prize and Alurea will be rejuvenated back to normal again (ahhh).

To fight off this weird assortment you're armed with trusty swords and a selection of magic weapons which can be recharged along the way. And that's about it. Booking into a quiet place after playing the game is probably a good idea (Lucy's found a place where there's birds and trees and flowers and things). It's certainly one of the oddest games we've heard about!

WIN!

AFTERBURNER





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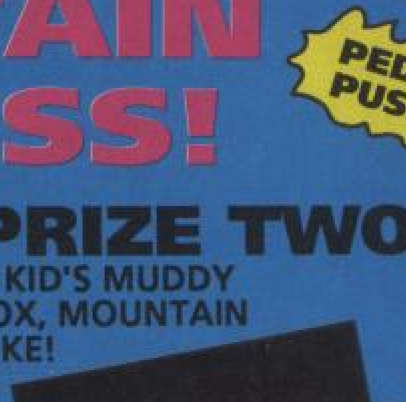
A MUDDY FOX GENT'S BIKE PLUS A LADIES BIKE!

PRIZE TWO

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LLOYD MANGRAM'S FORUM

Where are we? Ah, yes — October (in CRASH time — August in real time). I'm not going to chunter on about golden leaves falling from the trees (because they aren't, in fact some of my prize blooms have yet to burst forth and flower for the remainder of the summer!). Things were a bit chaotic around the office when I popped in this month. For a start, my nice new (well, not so new desk now) shiny desk has been pinched by Lucy, the new Assistant Ed, but I'm a Gentleman so I musn't be seen to moan — I'll just stick to making the odd nasty comment. And Enor seems to be taking more of a liking to her too (Mice? No loyalty, I can tell you). Anyway, onward: Thanks ever so for the month's mail bag. Keep them coming. The address, as always, is: Newsfield, LLOYD MANGRAM'S FORUM, Ludlow, Shropshire SY8 1JW. And don't forget the £40 software prize for the Letter of the Month!

VIDEO NASTY

Dear Lloyd
In Issue 91 there was a letter from Edward Reed about recording yourself playing games. I found out you could do that two years ago, and I was so happy that I made a video of all the demos I could find. By the time I finished, the rest of my family wanted to play on the computer. So I told them to watch my tape and choose a game. By the time the video finished it had put them off the computer for life.
Barry Stokes, Cowes, IOW

Sort of a video library of Speccy games, eh? Dull? I should think so — show your family some action and get them into playing a game!
LM

SOCK—ET TO 'EM

Dear Lloyd
In response to E Reed's letter in Issue 91, about videoing yourself playing Speccy games. My mate worked out that you can also connect a tape deck to the video, using the ear socket on the cassette recorder to the audio socket on the video, so you can get music on the video as well. I hope this will make it less boring.
Andrew Cook, Cornwall

Debatable, I'd say. It's like looking at Granny's holiday snaps and having her rambling on about the old days. A bit too much for some.
LM

CHEAPSKATE

Dear Lloyd
In Issue 91 the Letter of the Month stated that spoilt brats who own Nintendos show off. My friend Chris (nicknamed 'Kissyfur') really shows off, but he forgets the cheapest Nintendo games cost around £20, but cheap Speccy games only cost between £1.99 and £14.99. The Speccy also has more games of great quality. They're brill! Speccys will survive for a long time.
Mark Hall, Norton, Sheffield

Right on, Sherlock. Tell Kissyfur (is he happy about that nickname?) to stick that in his Nintendo and smoke it!
LM

SOOOOO SEXY

Dear Lloyd
I was wondering who Lee Grant was. Yes 'tis I! The person whose name you spelt wrongly. My name is actually Lee 'Micro-Chip' Gent, as in 'Gents' Loos'. Don't worry, everyone does it. Why, I've had Bent, Dent, Gant and countless other things. Apart from the staff not being able to read, (no offence meant, honest), CRASH has greatly improved. Your cover tapes are fab, the reviews are cool, and everything else is supercalafragilistic. I've dreamed up some nicknames for your staff:

Knickers Nick (He's sooo sexy, all the girls will send him underpants, probably), Letters Lloyd (He gets sent all the letters), Recall Richard (One of his fave games is *Total Recall*), NARC Mark (One of his fave games is *NARC*), Artie Markie (He is the Art Ed), Wizball Warren (One of his fave games is *Wizball — bleeeerg*).

Oh dear. I've puked at the mention of the 'other' computer. Who needs a flashy comp with about three-million GigaByte memory? Certainly not me. I'm quite happy with my 128K +2A. I think the cost of full price games is outrageous. Yes, I too think that piracy should be stopped to slash the price off most games.
Lee Gent, Ponteland, Newcastle-upon-Tyne

As you point out none of us can obviously read, so I filed your letter in the bin. Fortunately for you, Enor came to the rescue and dictated this reply... SQUEAK! (Which roughly translated means 'Blockhead'). Incidentally, I wish the girls would stop sending Nick their knickers — he looks very silly in them.
LM

POP GOES THE PROFIT

Dear Lloyd
A full-price game today costs about £12. Bearing in mind that it's going to take a decent games player only around 12 hours to complete it, it's bloomin' expensive!

Admittedly, £1 for an hour's gameplay is much cheaper than playing any arcade game for an hour but, let's face it, arcade machines are more impressive both visually and sonically than the Spectrum.

A much more suitable price for Spectrum full-price games would be around £6 to £7. Few people are prepared to fork out £12 for a game. But, if they were cheaper more copies would be sold, giving the software

TO KEY OR NOT TO KEY

Dear Lloyd
Here is a sympathy case. One day a very talented young man was given a small keyboard for his birthday and he finds he is extremely good at it.

So, he decides to save up for a Boogie Box, Electric Guitar and a full-sized keyboard with a stand costing £366.85.

But, just after he starts saving, he gets CRASH and finds that some games have just come out that he really wants. But he can't get them because, for example, *Turrican 2* is full price and there's not enough spare even for a budget game like *Stack Up* or *Ghostbusters II*.

He is not the sort to say 'Oh stuff the savings and my ambitions and dreams, I'll get the games!' He will stick to his guns and weep for those excellent games he can't get (Boo, hoo! Sob, sob).
David R Gilson, Hull, Humberside

Ah Shame! What a pity, never mind. Well, my advice is get off your butt and get a job down 'pit. Failing that, suck up to your friends and borrow their games. Simple really!
LM

houses a much bigger total profit in the end. If software houses have read my idea, but are not totally convinced, how about they try it out with just one game and see what the result is? Food for thought, software houses!
A Jackson, Peterborough

Yes, indeed. This really would be a great idea — if it could be done. Unfortunately, at the moment, there are too many restraints for set prices put on publishers by the retail trade for an idea like yours to happen. You never know, perhaps some brave software house will give it a go. (Is that a pig I see flying past?).
LM

MEMORIES

Dear Lloyd
It was my fourteenth birthday recently, and I received (surprise, surprise — who mentioned Cilla?) a computer game. The brilliant *Total Recall*.

I found the preview of it in CRASH Issue 81 and it didn't look as good. The screenshot was probably from a 48K/128K *Total Recall* in development, and the finished 128K-only game shows what a bit more memory can do. So, all you 48k owners, don't complain that you can't get the new *Total Recall*, because if you were able to get it, it probably wouldn't be as brilliant.

Moving on now, I really like the new look CRASH, but I have a criticism to make. Why did CRASH give *Klax* for the Spectrum a Smash in Issue *77*, and yet only gave it 84% in Issue 89 (SAM Coupé? And again in Issue 78, you gave *E.F.T.P.O.T.R.M.* a Smash, but didn't do so for the Coupé version in issue 89, where you gave it 86%. Was it because you were bored with that idea? If so, I think you may have misled Coupé owners into thinking it was a better idea to buy the Spectrum version, even though the graphics are better and more colourful.
Geoffrey Dallimore, Huntingdon, Cambs

This letter is verging on smug, Geoffrey, berating the lowly 48K owners like that — not everyone can swap to a Coupé. However, I agree that *Total Recall* may not be so fab if it was squeezed into 48K. As to the differences in our games ratings, the Coupé and the Speccy have different capabilities, and while the games you mentioned make the most of the Speccy, their Coupé counterparts could have been even better.
LM

LETTER OF THE MONTH

Dear Lloyd (The Legend That Is)
Allow me to commence with a warning: This 'letter' is more of a ramble! What follows is a trip down memory-lane, and as a consequence, I hope you're as nostalgic as I am. Your current readership would probably regard me as an old wrinkly; I purchased my first issue of CRASH in 1984 (Issue 8), and it contained reviews of *Matchpoint* and *Questprobe*.

I am now a 3rd year law student, at the advanced age of 20, who just happened to buy a copy of CRASH yesterday — mainly due to the inclusion of *Dragontorc* on the Powertape — a long sought after sequel to a magnificent classic.

I was wildly surprised, and pleased to see that you're still at CRASH. My era featured Robin Candy and yourself constantly squabbling, Roger Kean, Derek Brewster and probably the greatest hacker of them all — Chris 'Jetman' Tucker.

My heroes of the day included the Stampers of Ultimate, Matthew Smith, Costa Pananyi (what happened to them? Did they grow up and get 'proper' jobs?) Fave games were *Lunar Jetman* (and I still haven't found the trailer! Does it exist?), *Wheelie, Skool Daze, Jet Set Willy*...

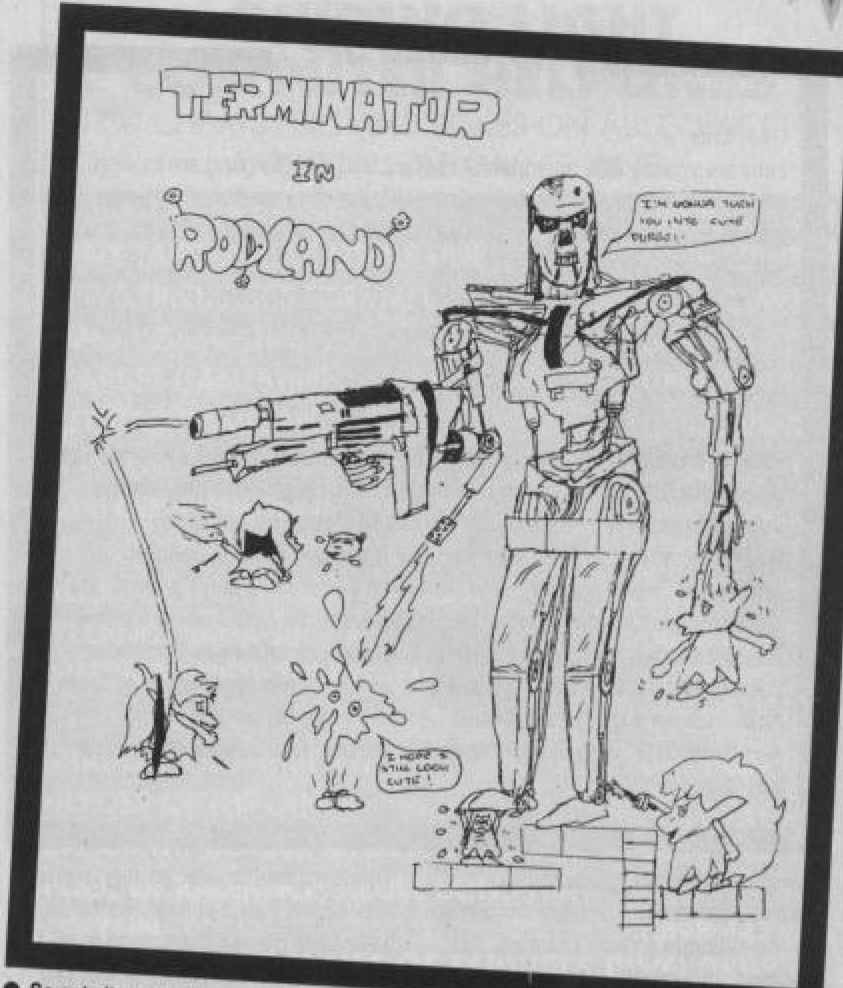
Looking at the latest issue of CRASH, it seems the creativity has left the games industry, no more games programmed entirely by one person in a back-room, eh? (At least your cover tapes encourage such programmers). The eccentric characters such as Matthew Smith and Simon Brattel (remember *Spectacle* supplied with *Dark Star*?) have gone. The magic of those pioneering days with *Penetrator* and *The Hobbit* (when hi-res graphics were the latest thing!) can't ever be captured again.

I suppose I simply want to say a big thank you to the Speccy and you guys at CRASH for a wonderful childhood! Who would have thought the 'ZX82' would have still been around 1991? Back in the mid 80s, some of your readers were claiming the Speccy had had its day. You replied with an analogy with books and novels, stating that the format may remain the same, but the content can carry it through. How prophetic! The statement's validity is proven by the fact that you're reading this letter today!

The incredible influence of the Speccy on the micro-computer games industry can't be quantified, but it must be enormous. Perhaps some houses could produce some games specially tailored for the Speccy? Since I've got some spare time on my hands, perhaps I'll dust off the old Speccy 128K. Are there any outstanding games you recommend from the last few years or so?
Andrew Woo, Birmingham.

PS Do you still wear a paper-bag over over your head?
PPS Do you still possess a copy of the L Mangram Long Word Dictionary?

Ah, the old days — I could go on for hours (but I won't). Nice to hear from one of the old school again — should we start issuing Old Boys ties? To catch up with the times take a look at *Turrican 2* from Rainbow Arts — that'll show you what the Speccy's capable of in 1991! The paper-bag's still in place (especially whenever there's a camera in sight), and the LMLWD is currently propping up the leg of my table at home. And seeing as you've stuck with the Speccy for so long, have this month's Letter of the Month award (there's a £40 software voucher on the way!).
LM



● So cute it made him puke! Terminator deals out justice to the faries of Rod-Land! A £10 software voucher is heading towards Matthew Andrews of Ringwood, Hants! Hurrah!

SHOT IN THE FOOT

Dear Lloyd
A few years ago, it would have been ridiculous to boast that your software collection consisted only of budget games. In those pre-cover tape days, there were probably about a dozen good games at £1.99.

Now original budget software has vanished, replaced by re-releases. Some of these are of extraordinary quality: *Fairlight, R Type, Head over Heels* — even *Driller*! Cover-mounted tapes have very often been mere gimmickry, but there have been some gems there too: *Micronaut One, Split Personalities, Marsport, Tai-Pan* and so on.

Of the software I have bought in the last couple of years, only two items were purchased at full-price at the time when they were released; the rest have been re-releases. The software houses are surely shooting themselves in the foot; *Op Wolf* and *Turrican* are both excellent games, but with the difference in price, I know which one I'd buy. Are we going to see the Ultimate games appear as re-releases, or is there a collection already available?
Matthew Wilson, Manchester

Original budget games haven't vanished, Matt — there's still a wealth of titles around and it's one of the most popular areas of the software market at the moment. CodeMasters, Zeppelin and Hi-tec are

CHEESED OFF

Dear Enor
How are you my little furry friend? I hope Lloyd and the gang are looking after you properly. Are you being fed well? Just to make sure, I've enclosed a large bit of cheese for you. Do you play on Lloyd's computer? If so, what is your favourite game?

I've enclosed a picture for you and Lloyd. I hope you like it.

Are you any relation to Danger Mouse or Mickey Mouse, also do you have a girlfriend?
Andy, Hastings, East Sussex

**Enor is having a nap after scoffing all that cheese (for future reference, he prefers Stilton) so I'm answering for him. He doesn't play on the computer (he's only a mouse, y'know). But once he got in my typewriter and, erm, well let's just say it needed a lot of cleaning out afterwards. His favourite game (to watch as he can't play) is *Basil the Great Mouse Detective*, although, he reckons, he could solve a crime far quicker than that lesser rodent. No, he's not related to Mickey or Danger Mouse, he comes from a far classier family than either of them, and since he's such a cool dude he has stacks of 'female acquaintances' whom he frolicks with by the river outside the office.
LM**

**doing a wonderful job (so a big 'hurrah!' for that). There are no plans for the Ultimate games to be re-released, though US Gold did publish an Ultimate compilation a few years back.
LM**

PLUNDERING POCKET MONEY

Dear Lloyd
I think that full price games cost too much, mainly because I only get £1.20 a week pocket money! So it takes me ages to save up the dosh. Plus, I want to save up for a +3 as I only have a (very) old 48K, which is a bit out of date. It also means that I can only get the crap games.
Christopher Thomson, Banbury, Oxon

**Think yourself lucky, young fellow-me-lad. As I always say: 'Better to have crap games than none at all.' (Well, I don't *always* say it, but I'm saying it now). When I were a nipper we had to race snails for entertainment, and the only money we came across was sniffing the ha'penny dad brought home as wages from the bread factory every week. No, sorry, it can be hard saving up but there are plenty of ace budget games around (that's why we're covering them in-depth now!).
LM**

WITTY DITTY

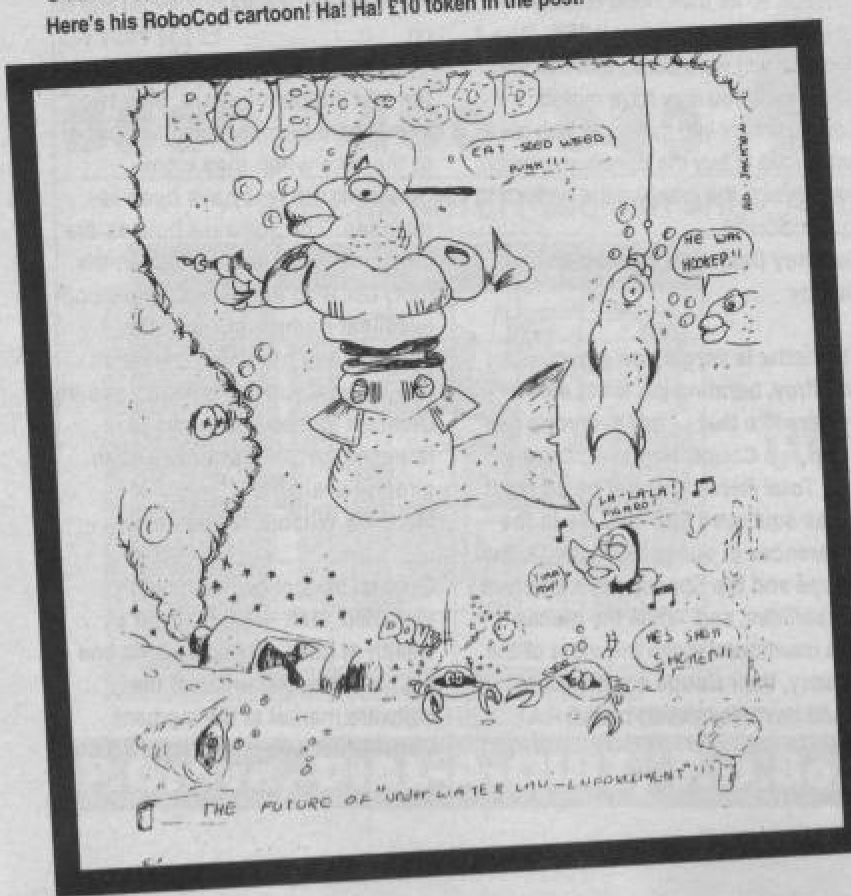
Dear Lloyd
Just writing to see how you are with all these changes going on. I wrote a little ditty when it was raining:
Every month
to the newsagent I dash,
To get my copy of CRASH,
Through hail or snow,
You don't know,
The trouble I go through,
To get my copy of you.

Well I hope you enjoy this jingle,
Even though it's not a hit single.

Pretty cool, huh?! MC Hammer here I come!
Antony Smith, Tyne & Wear

**I suppose I'm as well as can be expected, considering I'm surrounded by lesser mortals. Thank you for your concern. I liked your little jingle and with a bit more practice I'm sure you'll make it to the big time. (well, maybe).
LM**

● Adrian Jackson of Pinner, Middlesex obviously has more wit than he deserves! Here's his RoboCod cartoon! Ha! Ha! £10 token in the post!



BASIC PROBLEMS

Dear Lloyd
I have a Spectrum +3, my friend has a Spectrum +2. The manual says data can be sent via the RS232 port to other computers. 'A-ha!', says I, 'lets write a program for two players using two machines.' Easier said than done. I wrote a very simple BASIC program to do this, trouble is it only only works one way. What happens is this: a string is inputted on the +3 and is sent to the +2 which prints it, but the +3 hangs while the +2 returns OK, so I have to tell the +2 to read another character which clears the +3 but then the +2 hangs until a character is read by the +3 which clears the +2 but the +3 hangs...*Aarrrgh!!!*

That's on a good day! Can you, or anyone, give ma a simple BASIC or assembly language program to send data from one machine to the other and then continue with another part of the program?
Iain Mulholland, Edinburgh

**Sorry, Iain, haven't a clue. Does anyone out there have any idea?
LM**

HA BLINKIN' HA

Dear Lloyd
I'm writing to say how much I enjoy the new-look CRASH. I especially like the new review style where each review has a page to itself, compared to the old style of putting as many as four game reviews on one page!

I think that £11.99 for a full price game is absurd because, compared with two years or so ago, the quality of games hasn't increased (on average) but the price has rocketed. I mean, inflation hasn't been as high as 33% to turn £8.99 into £11.99 or £12.99, has it? Better value for money comes from budget houses' releases.

The Speccy chart only goes to prove this. The Top 10 (which has budget and full price), has only one full-price game, *Hero Quest*, whereas the rest of the chart were all budget games! I must say, I feel sorry for Amiga and ST owners a bit, having to fork out £25 for a new game! Ha! Ha! (Well, I thought it was funny!).
Thomas O'Shea, Liverpool

**Too right, Thomas, couldn't have put it better myself (well actually I could have). And, as for Amiga and ST owners: Ya, boo, sucks to them (etc).
LM**

TASTELESS

Dear LM
Just a quick word to congratulate CRASH on the new look, which improves the mag no end. Brill! The reviews look awful, though; I prefer the old style, which looked far more organised. (Where's the 84 or so pages we were promised? And will binders be available again, now that CRASH is back to the good old A4 size? And doesn't *Terminator 2* look brilliant? (And did you know that it's incorrect English to start a sentence with the word 'And'?) Why so many questions?
**DJ SM (work that one out!)
Belfast, N Ireland**

**Reviews look awful? What do you know about interior decorating? Have you no taste? I bet all your walls are painted magnolia, aren't they? As to your questions: they're coming, looking into it, yes; of course, and go and have a word with yourself and come back in the morning.
LM**

**That's your lot for this month. Here's a topic to think about: If the Speccy scene suddenly packed up one day, what would you do? Chuck your computing hobby in totally? Get a 16-bit machine or play on the consoles? Let me know what you'd do (be honest!). See you next issue.
LM**

SOFTWARE

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✪ Go to the movies and... ✪
Win Seymour!
(see more! Geddit?!)
a VCR and films!
Ta, ever so, CodeMasters!



Ah! Little cute bundles — doncha just lurve 'em? 'Course y'do and CodeMasters seem to be the utter purveyors of cute charcters in their games, and none more so than the great Seymour — star of Codies' latest hit game *Seymour at the Movies*!

Seymour's great with his big jubbly body, his big wobbly hands (that wobble all over the place) and stomping feet. He's even got a cute death sequence (even though, death's not a very cute thing at all). His first starring role in *Seymour at the Movies* is an absolute corker of a game with a great adventure style and loads of funny bits in it. It's all set in a Hollywood studio, with lots of places to explore and puzzles to solve — you even find yourself on the movie sets for films like *The Wizard of Oz* and *Grease*!



Seeing as how Codies have had a bit of a winning streak with cutesy, original games like *CJ's American Antics*, *Spike in Translyvania*, *Slightly Magic* and now *Seymour*, they've decided to celebrate in style with this fabbo film compo!

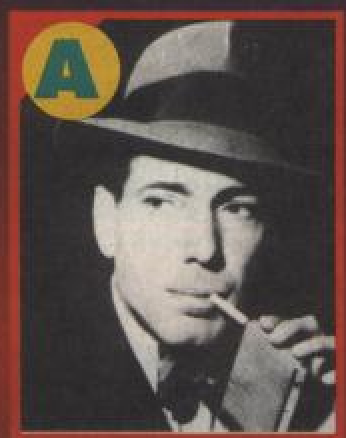
Up for grabs as a first prize is a brand, spanking new video cassette recorder so you can tape and watch your fave films over and over! For second prize there are video tokens up for grabs! Codies will organise £30 worth of vids, of your choice, if you're the second prize winner. And for third prize there's £10 worth of videos! Big jubblys all round, then!

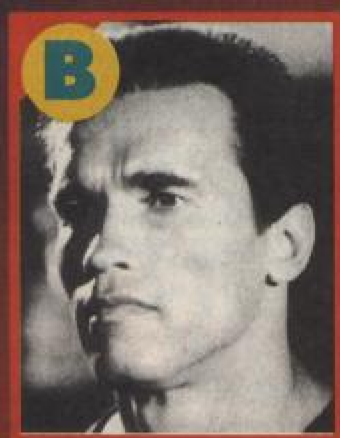
THE PUZZLE BIT

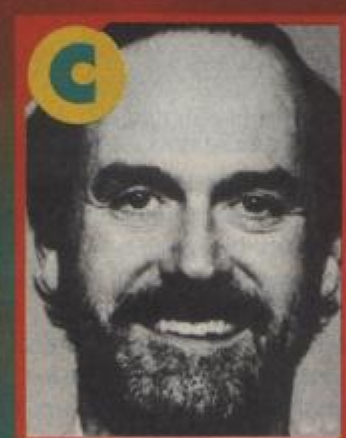
To be in with a chance of winning, there's a bit of brain-work to do: in the 'Spot the Stars' box there are pictures of six famous movie stars — name them. That's not all though: there's a clue for each picture which should indicate the name of one of the stars' famous films — work them out! All there's left to do now is to fill in the coupon with all the details and pop it in a postbox to: Newsfield, CODIES' SPOT THE STARS COMPO, CRASH, Ludlow, Shropshire SY8 1JW. Get yer entries to us by October 17 else there's no chance of your getting a starring role in the Compo Winners column! Remember, mag lovers — you can use a photocopy of the form if you want! Cheerio!



Spot the Stars!













● Here's the six movie stars we mentioned. All you have to do is work out who everyone is and which of their films is referred to in the clue!

● Star A played it again with Sam ● Star B gave a brilliant action-packed Command performance ● Star C starred alongside a goldfish with a girl's name ● Star D made a splash in a film as a watery maid ● Star E had a 'large' role in a film when he aged about 20 years! ● Star F died rough in both 1 and 2!

Who's who? It's up to you (star-makers)!

● Don't think you could 20th Century out-Fox me! 'Cos I's crafty and worked out that...

★ Star A is ....and the film is ....
★ Star B is ....and the film is ....
★ Star C is ....and the film is ....
★ Star D is ....and the film is ....
★ Star E is ....and the film is ....
★ Star F is....................and the film is ....

Name: ....
Address: ....
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The SAM Page

Here's NICK ROBERTS with all the latest updates (and birthday dates) on software and hardware in the SAM COUPÉ world as the fab 8-bit computer celebrates its first anniversary (ooh, isn't it a big boy then).

HAPPY BIRTHDAY!

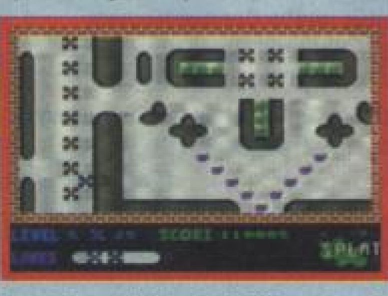
You wouldn't believe it would you? Sam Computers Ltd is now one year old, and to celebrate they are releasing a special package of goodies!

The pack is strictly limited edition and will include such tempting titbits as a one level demo version of *Prince Of Persia*, previews of some of the latest SAM releases, lots of posters and badges, a best of *Fred and Enceladus* disk and a couple of full games.

And what's the price of this great pack? Well, it's £20 — but with the amount of stuff in it, it should be worth every penny. Don't forget: this package is strictly limited edition, so if you want one you'd better get onto SAM Co fairly swiftly and reserve one.

GAMES SPLAT!

More up to the minute (well almost) news from SAM Co — this time concerning two games being worked on. Colin Jordon (he of *Revelation* fame) is currently working on a SAM conversion of the classic Spectrum game *Splat!* from



Incentive, which got 81.5% way back in CRASH Issue 1!! Most people probably don't remember this gem, but it involved a small blob moving around a landscape that changes direction randomly. All the player has to do is collect the items dotted around each landscape and avoid getting killed on spikes, water, etc.

Another Spectrum classic soon to make a SAM appearance is *Arkanoid* — or something that resembles it. The Lords Of Insanity who have programmed lots of demos and short games for the SAM are working on it, and it looks like a winner!

LOTS OF STUFF FOR NOT MUCH DOSH!

Yes, yet more SAM Public Domain software has been released since our last little chat. Some great new releases from SAM Disk fell on my desk this morning, and on loading them up I was very impressed!

Steven 'Pickasso' Pick is the man with the artistic touch, and all his graphics are absolutely brilliant. (Praise indeed.) All the menu screens on the demo disks he's sent me are packed with colour and cute characters. If Steven got together with a good programmer they could produce one hell of a game! Take a look at some of the screen shots dotted around this page and you'll see what I mean!

Besides the great menu screens in SAM Disk you'll find lots of fonts for use in your programs, text nattering on about games and PD software, plus animated demos and screens to gaze at. A favourite pastime of Pickasso's is making mock up screens of games on other computers. *Chase HQ, Pang, Rainbow Islands* and *Lemmings* all make an appearance somewhere on these new disks.

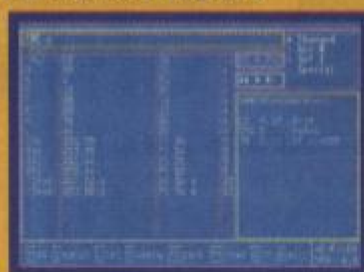
The disks are the *Pickasso Portfolio, SAM Coupe PD Update 0* and *SAM Disk 5*: they each cost £2 and details can be obtained from Steven Pick, SAM Disk, 20 Grove Road, Hoylake, Wirral, Merseyside, L47 2DT.



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Steve's Software, 7 Narrow Close, Histon, Cambridge, CB4 4XX

ENCELADUS 6

Graham Burtenshaw
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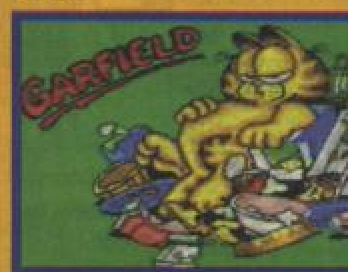


Since the last issue *Enceladus* has undergone a few changes to its look and content. It's now even more professional than it was before, and the price has also been slashed from £3.99 to £2.50. This has got to be one of the best disk magazines around for programmers and fun seekers alike.

Enceladus, 6 Rawlins Avenue, Weston-Super-Mare, Avon, BS22 0FN

FRED 13

Colin MacDonald
£1.50

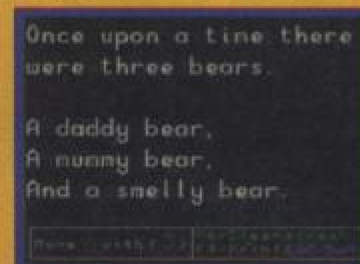


Yet another *Fred* disk with more stunning demos and screens. Highlights of this one include a great *Gods* demo showing the animation frames from this 16-bit hit, *Encounters* demos with more hilarious antics, and the regular machine code column.

Fred, Colin MacDonald, 40 Roundyhill, Monifieth, Dundee, DD5 4RZ

THE KEY PRESS

Revelation
£14.99



This is the latest piece of software from the SAM Co software house and is a word processing package. It has various modes, making it suitable for everyone from the most advanced user to the beginner. If you're teaching your children to write this would be a great help: the program draws the letters as it prints them, for the pupil to imitate.

Revelation, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea, SA7 9EH.

More up to the minute news next time!

If you have anything to say or send in you can contact me at: Newsfield, NICK'S SAM PAGE, CRASH, Ludlow, Shropshire SY8 1JW. See ya!



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ABOARD THE KLAGEM BATTLE BOAT THE KLAGS ANTICIPATE CAPTURING OUR HERO'S LIKKLE FEDERATION PATROL SHIP...
RIGHT! VE IS CLOSE ENOUGH TO DER HELPLESS LIKKLE SHIP. PLAY DER MENACING MUSIC!
OUH!
DOM-DITTY-DAH
GRASP
DITT
DOM
WOH!
OUR HERO IS DRAWN INTO THE BOWELS OF THE KLAGEM SHIP
HOKAY, VE GOTTIM! QVIT DER MUSIC!
DOM...
NOW VE KAN QVESTION DER POOF FRUM DER FEDERATION AN' MAKE PLANS FOR INVADINK DER EARTH! YA!
SIX HOURS LATER...
YOU WON'T GET DOODLY-SQUIT OUT OF ME!
AND THE BABY WON'T TALK EITHER!
BABY? VOT BABY?
OKAY GUYS! VE GOT ANUDER VUN ABOARD SUMVERE! SEARCH EVERY-VERE!
OUH
YO
FINDUM
KILLUM
BLEAT
OUH
DAS IS TOO DARK IN ZIS PLACE. I VILL PLUG IN DER UGLY OL' LAMP...
FUZZ
AZZ
ZU
ACH
ZWIZ
HAH! IT VOULD BE EIN PITY TO VASTE GUT MEAT, EH? SPECIALY VEN IT IS HALF COOKED ALREADY

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SEGA

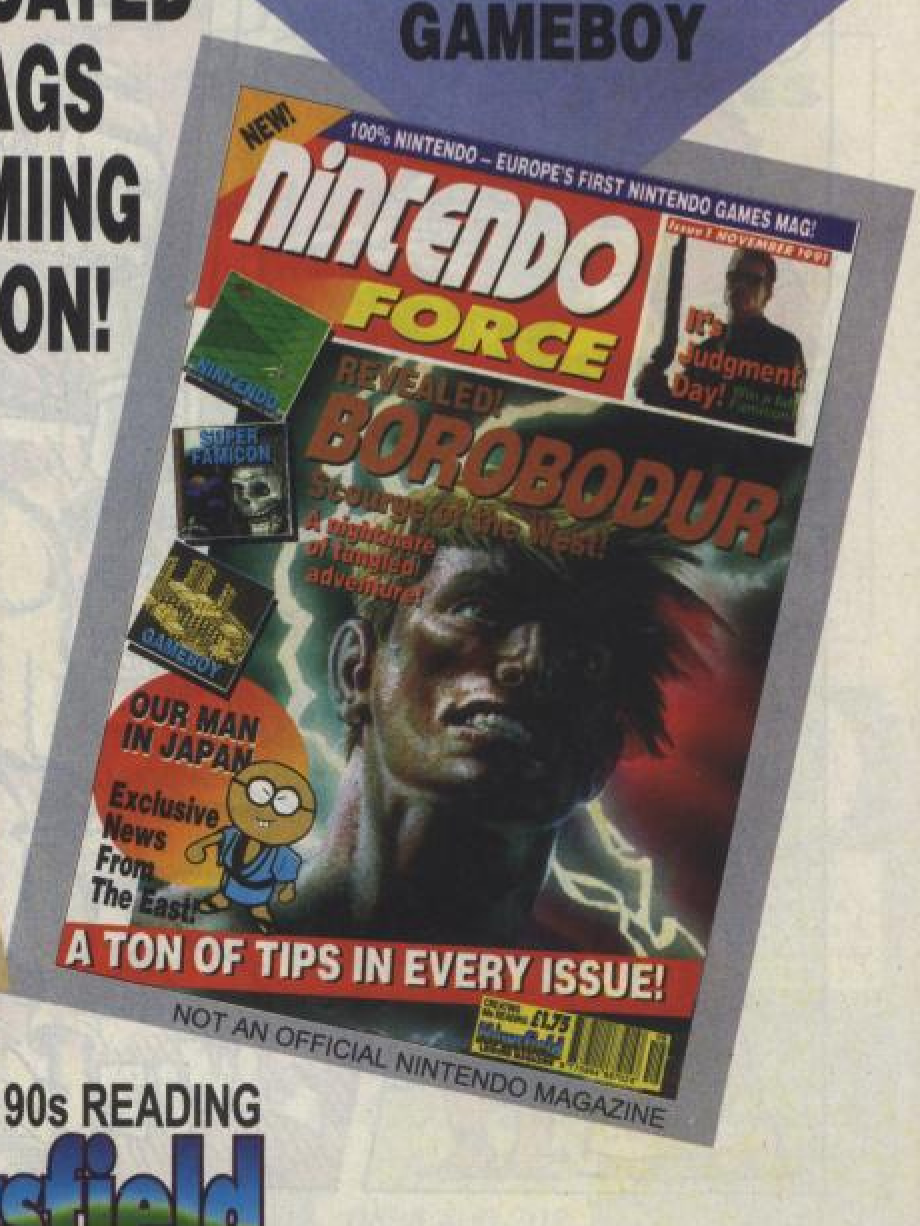
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Lloyd Mangram's HOUSE OF HI-FIRE HORROR!



Yukky! It's very smelly down here in my House of Hi-Fire Horrors isn't it? Come on, own up, which one of you pitiful hi-scorers hasn't washed your feet? Oh well, it doesn't really matter, my bubbling cauldron will soon get them clean. Remember, any one of you little squirts might just end up in there just in case you've been cheating.
If you have a so-called high score send it in now with a mug shot to: Newsfield, HI-FIRE, CRASH, Ludlow, Shropshire, SY8 1JW. All printed entries go into a hat for a £40 software voucher prize draw — the winner becoming Executioner of the Month! Get your scores in now and picture yourself in agony ....

TURTLES
127,674 Filipe Pedro, Seixal, Portugal
113,300 Allin Chapman, Rhondda, Mid-Glamorgan
74,400 Gareth Lawrence, Canvey Island, Essex.

ROBOCOP
324,450 Brett Holden, St Helens, Merseyside

ROBOCOP 2
17,015,900 David.R.Gilson, Hull, Nr Humberside.

NARC
531,729 Alistair Duffy, Hamilton, Lanarkshire, Scotland.
323,300 David Pegg, Cherry Hinton, Cambridge
274,405 Mark Green, Sale, Cheshire.

RAINBOW ISLANDS
18,543,180 Leigh Jackson, Hull, North Humberside
5,649,850 Tracey Halbert, Earlstone, Berwickshire, Scotland.

DIZZY
79,200 Jo Roughton, Birmingham, West Midlands. Completed by Ben Leslie, Swanage, Dorset.

SUPER SCRAMBLE SIMULATOR
64,991 Steven Cole, Holm Firth, West Yorkshire

SHADOW WARRIORS
69,750 Leigh Jackson, Hull, North Humberside
51,350 Michael Wigmore, Morpeth, Northumberland
28,350 Dominic Chung, Salford, Manchester

SPIKE IN TRANSYLVANIA
Completed by Ben Gardner, Forest Fields, Nottingham.

KLAX
1,625,010 Matthew Spinks, Ashford, Middlesex
786,135 Dean Wright, Wrexham, Clwyd

KWIK SNAX
80,000 Leigh Jackson, Hull, North Humberside
77,564 Andrew Tate, Portland, Dorset

TARZAN GOES APE
61,858 David Cook, Wideopen, Newcastle Upon Tyne.

MAGICLAND DIZZY
30 Diamonds James Tizzard, Dorchester, Dorset

MIDNIGHT RESISTANCE
25,750 Richard Van Den Berg, Harlow, Essex

Completed by Phillip Webb, Dereham, Norfolk

NEW ZEALAND STORY
23,622,800 Gareth Gordon, Bridge of Allan, Scotland
Completed by Phillip Webb, Dereham, Norfolk

DRAGON BREED
277,000 Paul Codling, Gt Yarmouth, Norfolk

TARGET RENEGADE
6,954,847 Edward Hellgar, Finch Field, Wolverhampton
5,722,850 Jason Hancock, Barnsley, South Yorkshire
Completed by Matthew Spinks, Ashford, Middlesex

A.T.V
29,960 Lee Johnson, Mapperley, Nottingham

SOLARIS
3,728,000 Joe Sleigh, Pilning, Bristol



EXECUTIONER OF THE MONTH
It's cheeky-faced Steven Cole from Holm Firth in West Yorkshire with a hi-score on *Super Scramble Simulator.* He looks as if he's really going to enjoy his new job!

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Spooky, huh? Upset your mother by pinning this gory piccie to your wall and watch those eyes follow you around! Eeek!



KEPLER OF MARS
International superhero Kepler fights for his freedom on Mars (do you think we should mention there's a large creature coming up from behind?).

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Nick's playing TIPS

How ya doin' tipsters? Ready for another action packed edition of Playing Tips with some of the best maps around for miles? I've got a great screenshot map of CodeMasters'groovy *Spike In Transylvania*, with a solution to go with it. *Heroquest* has also had the tipping treatment with lots of helpful hints, and there are of course all the usual cheats for those of you who just can't survive without infinite lives.
Don't forget that each person who gets a tip printed now receives a special mystery gift out of my big sack! Last month I pulled out loads of trendy CRASH T-shirts, who knows what will be in there this month! If you want to stand a chance of winning a prize send your cheats, tips, maps, sausage sandwiches, bribes, etc. in to me at the usual address.

INSPECTOR HECTI in the inter change

Another popular game this one. This is the full list of codes sent in by Paul Smaje of Skelmersdale, Richard Hern of North Shields and descriptions of the icons from Steven Pill of Tamworth.

1 ICER	6 RING
11 GRIM	16 NONE
21 FOOD	26 ANEX
31 OPAL	36 BRIM
41 MAIM	46 ETCH

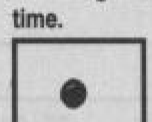
ICONS


● Very useful: Kills all on screen so you can carry on bug-free. Even better than Fly paper!


● Quite useful but can be dangerous: Lets you trash bugs wears off quite quickly so be prepared.


● Handy at times, but careful moving is impossible: This lets you zoom around like you've eaten a kilo of baked beans but you often end up crashing off the edge.


● Very useful: This freezes the bugs and gives you time to blast 'em but they're still dangerous. Only lasts for a short time.


● Useful: Increases ammo by a few, handy when you're running out(!)


● Very useful: Increases ammo by about eight, almost vital to get so stock up on the Ritz crackers, missus.

● And finally: To save bullets try turning bits of the maze.

confused

The great game from the July powertape has now been cracked at last! No longer will you have to sit in front of your computer and be CONFUSED! (bad joke inc.) The people who've sent codes in are Steven Houseman of Whitehaven, The Marlboro Hacker Man of Walsall, Sean and James Tizzard of Dorchester and Paul Smaje of Skelmersdale.A big round of applause, please!

LEVEL 2 — METABOLISM
LEVEL 3 — SYNTHESIZE
LEVEL 4 — WELLDEFJEF
LEVEL 5 — SKODALOADA
LEVEL 6 — PROCESSORS
LEVEL 7 — RIMRAMROMS
LEVEL 8 — SINCLAIRED
LEVEL 9 — DIRECTORYS
LEVEL 10 — YUTILITIES
LEVEL 11 — ATTRIDUTES
LEVEL 12 — CENTURIANS
LEVEL 13 — MICRONAUTS

NIGHT breed

Ooo, scary goings on in this game, but we do have some brave heroes and heroines among us! One of these is none other than Lisa Hartley of Doncaster who sent in this complete solution.

Level 1

Go right and then right again, take the exit at the bottom of the screen then go down. Go left where you find the pass key for level one. You will also see an energy bubble to get more energy. Go right and down. There should be a pit (or a mine). If there is a pit jump down to Level 2. If there is a mine stand on it to make a pit then go to the second level

Level 2

To get past the falling rock you should walk just under it and then dart away to the left. It falls harmlessly and you can walk past it. Now go right and climb down the ladder. To get away from the jumping frog, stand in the middle of where it is and where it will jump to. Once it moves to the far right start running left and go through the door. Try to get to the man with the machine gun as quick as you can. Kill him and get the pass key for Level 2. Now go out of the room and right, then up the ladder. Now instead of going through the door go right and fall down the crevasse. Go right and up the ladder. Watch out for the flying monster! Go through the door, up the ladder, right and jump over the emerald thing. Go right and fall down the crevasse to level three.

Level 3

From where you fall, climb down the ladder and go left. Climb down the other ladder and you're in the Berserker's corridor. Go left and up the ladder. Left again and up the ladder, right and up the ladder. Here you must fight Decker. Then pick up the pass key for level three. Climb down the ladder, go left, down the ladder. Right and down the ladder. Right and down the ladder again. Go right four times until you get to the Baphomet's room. Go in and you'll see a sequence of pictures.

After the pictures go back along the Berserker's corridor and open the door. Go left and up the ladder, left again and up the ladder, right and up the ladder. Left and up, right — and finally through the door.

Level 2 (again)

Keep going right and fall down the crevasse. Then go right and up the ladder, through the door and down the ladder and right. You are now in the room with the emerald thing mentioned earlier. Use that procedure and drop down to level three again.

Level 3 (again)

Climb down the ladder, go left and climb down again. Go left and down, left and down. You should now be in Berserker's corridor. Left, climb ladder, left, climb ladder, right and up the ladder. Decker is waiting for you. Fight the last battle with him and you see your girlfriend. Go left and up the ladder, right and through the door.

Level 2 (last time)

Use the same route you did when you came up from level three last time. Get to the door and see a romantic end scene (ahhh).

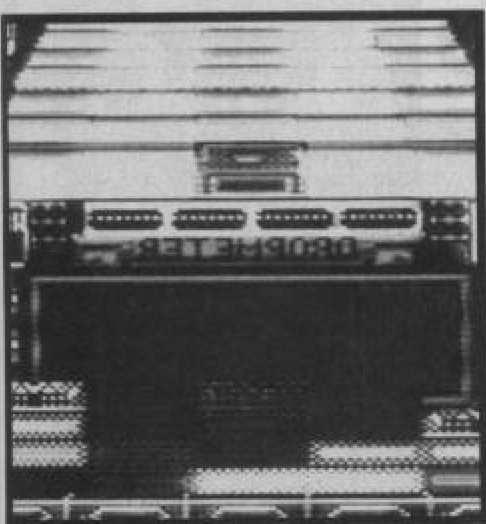
Cheeky Cheats!

ALCATRAZ HARRY

When the 'Game Over' message comes up, press BREAK then Y and RETURN, then ENTER. You should have then accessed the cheat mode!
Phillip Law

KLAX (SAM)

To advance to the next Klax wave all you have to do is pause the game and press N.
MC Cheddar



FOOTBALL DIRECTOR 2 (SAM)

When the game loads it asks whether you want to load an old game. Press Y and it says tape or disk. Press whichever and it asks you to insert disk or tape, DON'T! Just press C and you should be Manchester City at 11th place at Division One! You have improved ground and have £847,563 in the bank. Sure beats bottom of Division Four.
Chris Seddon

THUNDERJAWS

On the sea parts of each level go right to the bottom of the screen and swim non-stop until you get to the end. You should find nothing touches you.
Filipe McManus

RICK DANGEROUS 2

Enter your name as JE VEUX VIVRE. (with the full stop) for infinite lives.
Brett Holden

CASTLE MASTER 2 — the crypt

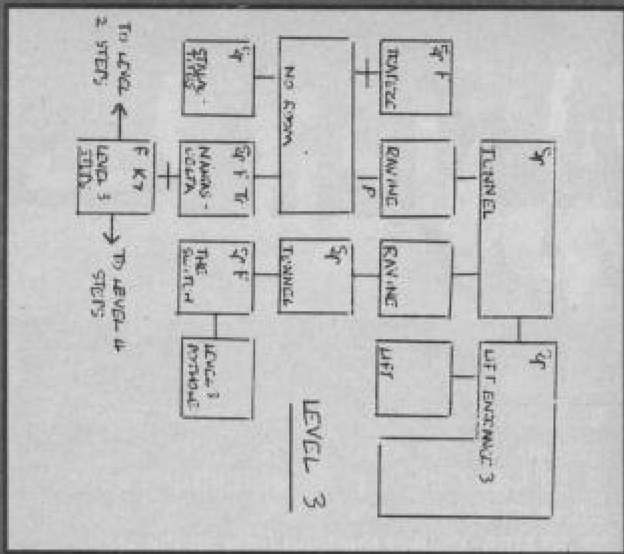
More Freescape fun with this special version of *Castle Master* available only on the Virtual Worlds compilation. It didn't take long for Edward Sykes of Manchester to complete it though as you can see by this little lot he sent us.

WHERE TO GO — WHAT TO DO

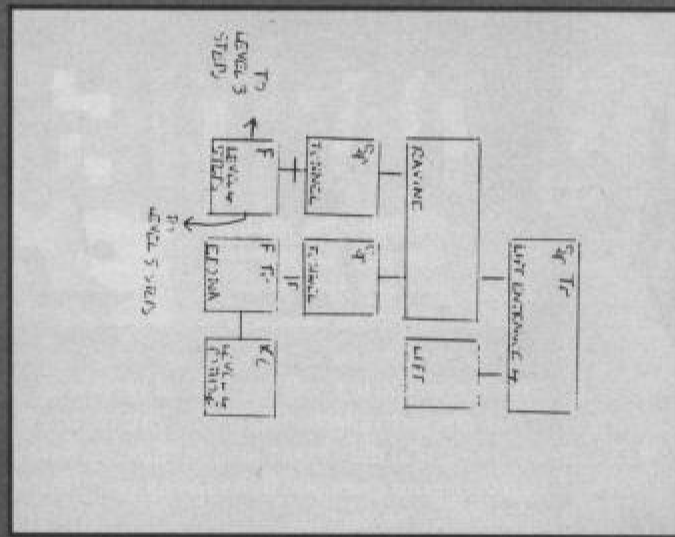
1. CRYPT: Open chest, get key. Open coffin, kill spirit.
2. TANTALUS: Open coffin, kill spirit. Push the block into the wall (with the action key).
3. LAST TREASURE: Climb steps, get key. Push both blocks back into wall.
4. TANTALUS: Climb steps, get food.
5. MOUSE TRAP: Get food, kill spirits.
6. CRYPT CORRIDOR: Open locked door.
7. BELENUS: Get treasure.
8. POTHOLE: Open door (if you don't have enough energy, go back to the Crypt and get the food from the chest).
9. LEVEL 5 STEPS: Enter tunnel, kill spirit.
10. RAVINE: Crawl carefully along the ledge.
11. THE TUBE: Kill spirit under tube (to do this crawl along the tube towards the wall. You will then fall in the tube).
12. LIFT ENTRANCE 5: Kill Spirit. Fall through hole in floor.
13. LIFT ENTRANCE 6: Kill Spirit. Get food, shoot padlock, enter Lift.
14. LIFT: Shoot fire alarm, get key. Move lift to level four (second from the top). Exit lift.
15. LIFT ENTRANCE 4: Kill Spirit. Get treasure. Cross ravine. Enter Tunnel on left.
16. TUNNEL: Kill spirit. Go to other tunnel. Kill spirit. Open door. Return to lift via Ravine.
17. LIFT: Move it to level three (the top level). Exit lift.
18. LIFT ENTRANCE 3: Kill spirit. Go to Tunnel.
19. TUNNEL: Kill spirit. Go through the door nearest the lift entrance.
20. RAVINE: Cross ravine. Go to Tunnel.
21. TUNNEL: Kill spirit. Go through door.
22. THE SWITCH: Kill spirit. Get food. Action the switch. U turn. Go through the new door.
23. POTHOLE: Select crawl. Turn to the left. Walk off the ledge. You fall onto another ledge. Get key. Go through the door.
24. EPONA: Get treasure and food. Shoot padlock. Go through Tunnel to Ravine. Go through other tunnel to Level 4 Steps. Climb up to Level 3 Steps.
25. LEVEL 3 STEPS: Get key (under steps). Open door. Go through it.
26. NANTASUELTA: Kill spirit. Get treasure. Go through door.
27. NO ROOM: Turn left and go up passage. Open door to the Trapeze.
28. TRAPEZE: Kill spirit. Get food by climbing on bars.
29. NO ROOM: Go through padlocked door. Before you leave make sure the doors to Trapeze and Stalactites are open.
30. RAVINE: Cross ravine. Return to lift. Move it to level six (bottom level).
31. LIFT: Exit lift. Go to stairs via lift entrance 6. Lift shaft, Belenus and Pothole.
32. STAIRS: Collect the food from all the stair levels until you have maximum strength (six bars). Return to the lift shaft.
33. LIFT SHAFT: Push the large oddly shaped object. It will move to under the lift weight. Now go to the lift and move it to level four (second button from the top) this will bring the lift weight down and crush the object. Move the lift back to level six (bottom). Go to the lift shaft and collect the key from where the big block was. Return to lift.
34. LIFT: Move it to level four. Cross Ravine. Go to Level 3 Steps via right tunnel and Level 4 Steps.
35. LEVEL 3 STEPS: Go through Tunnel, cross Ravine, go through the tube to lift entrance three.
36. LIFT ENTRANCE 3: Go through door to lift shaft. You are now on top of the lift. Crawl across ledge, right to the edge. Stand up and collect the key. Go back to the stairs. Go the Level 2 Steps.
37. LEVEL 2 STEPS: Open door to The Pillar.
38. THE PILLAR: Kill spirit. Action the block on the floor. It will move. Go through the door.
39. NO ROOM: Select crawl. Turn right. Crawl on top of the door. Turn and crawl along the doors to the other ledge. Go through the door to Ravine. Cross Ravine.
40. THE RAT TRAP: Kill spirit. Get key. Return to Level 3 Steps. Go to Stalactites via Nantasuelta and No Room.
41. STALACTITES: Kill spirit. Action both blocks. They should move up and disappear. Go back to the Pillar via No Room, Nantasuelta, Level 3 Steps and Level 2 Steps.
42. THE PILLAR: Climb blocks. Look on ledge. Get key on ledge. Return to the stairs. Go down all the stairs. Go through the Pothole, Belenus and Crypt Corridor to Last Treasure.
43. LAST TREASURE: Open chest. Get key and food. Go back to stairs. Climb right to the top to the Lookout Post.
44. LOOKOUT POST: Open door.
45. KERBEROS: Move towards the three headed creature. To kill it shoot the right head until it drops, then the left, then the middle. Now a door will appear behind the creature. Go through it.
46. THE GATEHOUSE: Open door to the Spirits Abode.
47. SPIRITS ABODE: Kill the five spirits — block in the air, chair, mouse, bat and cheese. A window will open. Go through it. Shoot the switch on the castle to open the drawbridge. Return to The Gatehouse.
48. THE GATEHOUSE: Go through the large door and cross the drawbridge.

YOU ARE FREE!

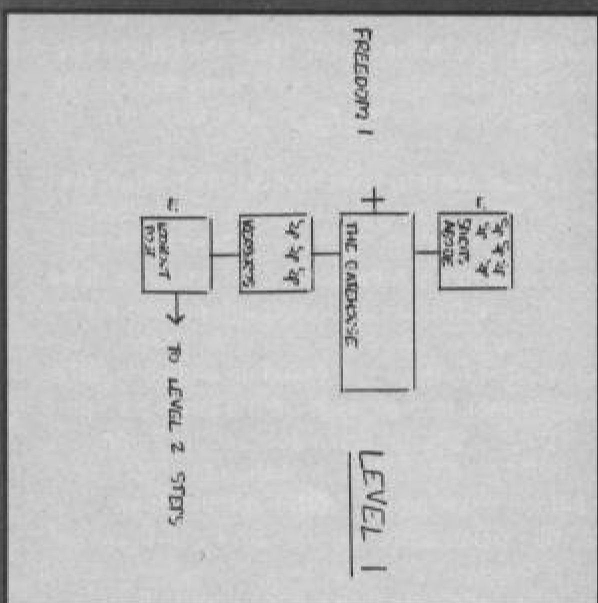
The maps



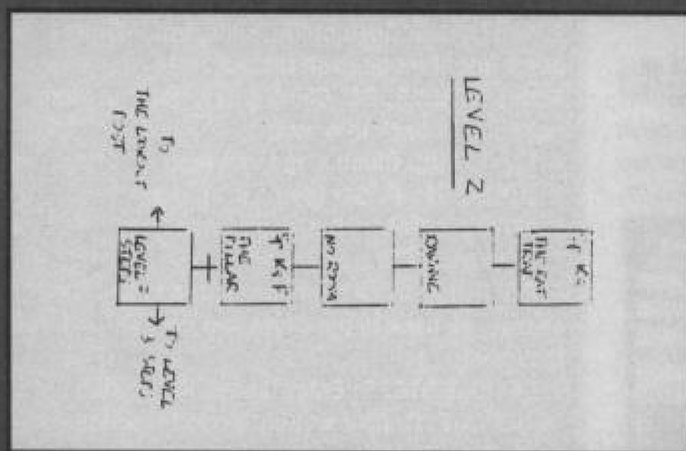
Level 3



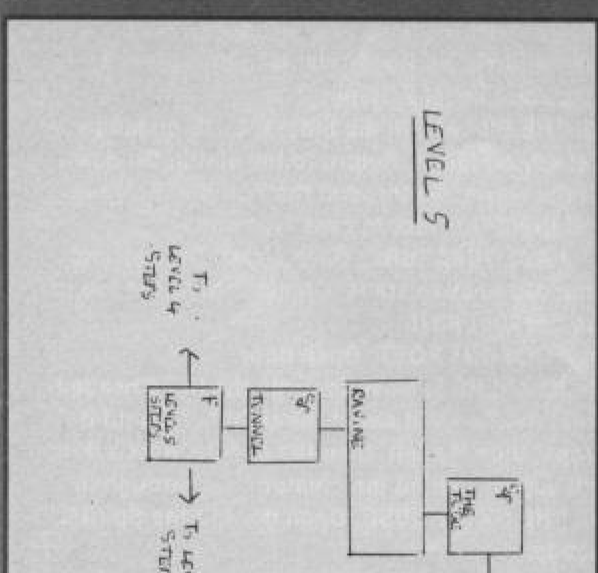
Level 4



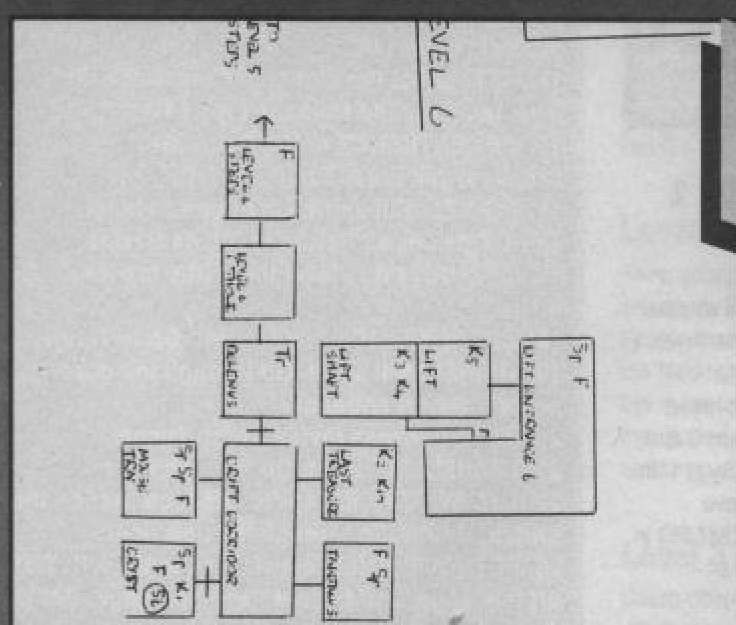
Level 1



Level 2

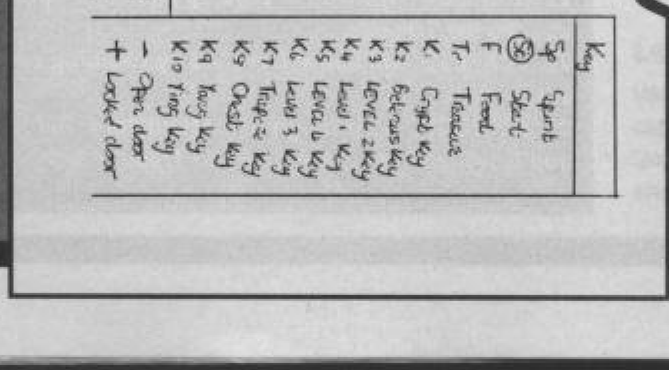


Level 5



Level 6

Key




TERMINATOR™ 2
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Under 18, please get permission from whoever pays the telephone bill. Closing date 31st December 1991
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the solution!

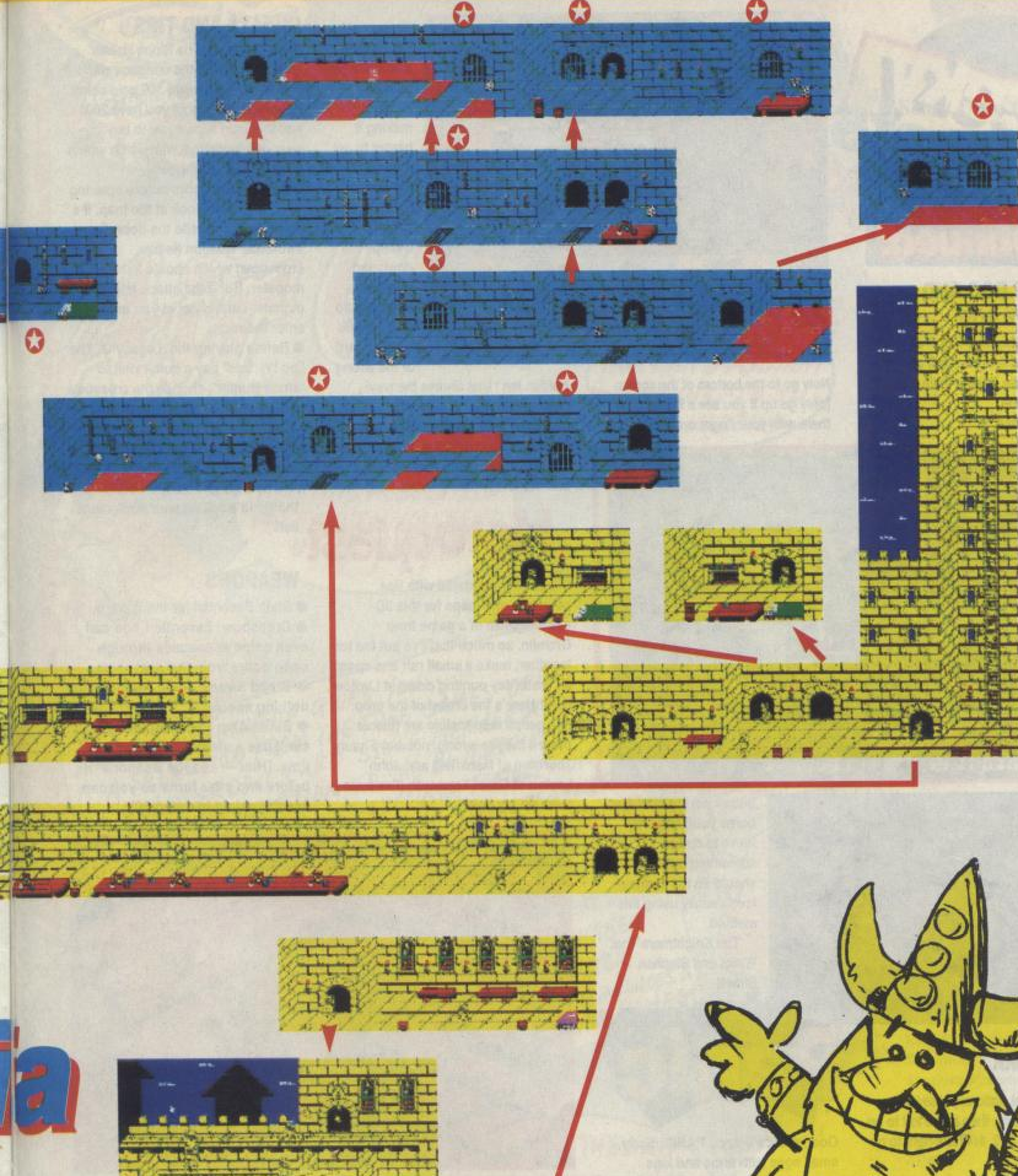
● Yeah! Another great arcade adventure from CodeMasters, but one that was a little bit easy for the average games player judging by the solutions I've been sent in. I've used parts of the solutions from Colin Seager of Luton, Ben Gardner of Nottingham and Craig Hannay of Bradford and the luverly screen shot map was done by me and laie out by my good friend and art supremo, Markie (I think I'll award us both a T-Shirt!).

(*Blacksmith*) Get gloves, get knob, open door with knob, through door, left, through door, (*Granny Hagatha's Hovel*) get gold, go through door, right, right, right, right, (*Drawbridge*) use gold to get past guard, right, right, (*Central Corridor*) pull switch, right, through right door, left, left, left, through door, (*Kitchens*) right, get ploughman's lunch, left, through door, right, right, up ladder, left, left, get key, right, right, down ladder, right, through door on left, (*Upper Corridor*) right, through left door, (*Albert's Room*) get key, through door, right, (*Dungeon Entrance*) get key, up, up, up, get key, up, (*Belfry*) use gloves to ring bell, get deafened bat, down, down, down, down, through door, (*Dungeon Exit*), left, pull switch, right, right, right, use key to open cell door, through door, (*Middle Dungeon*) left, use key to open cell door, right, through left door, (*Lower Dungeon*) left, use key to open cell door, right, through right door, (*Deepest Dungeon*) right, use key to open cell door, left, through door, through left door, (*Middle Dungeon*) through right door, left, get torch, left, through door, (*Dungeon Entrance*) left, left, through door, through right door, (*Central Corridor*) through left door, through right door, up, (*Ramparts*) avoid lightning, get juice of toad, right, get key, through door, (*Castle Church*) right, get crucifix, left, through door, left, down, through door, through left door, (*Central Corridor*) left, left, left, left, (*Village*) give ploughman's lunch to farmer to get wellies, right, right, right, right, (*Central Corridor*) drop juice of toad and deafened bat, through right door, through left door, right, right, (Dungeon Entrance) through door, right, right, through door, (*Middle Dungeon*) use wellies to go through mud, get juicy bone, right, get key, through door, open cell door with key, through door, left, use wellies, through left door, left, left, (*Entrance To Ghost Room*) through door, (*Ghastly Ghost Room*), drop crucifix to make ghosties disappear, right, use key to open cell door, get spellbook, left, through door, left, left, (*Lower Dungeon*) through left door, through right door, left, left, through door, (*Dungeon Entrance*) left, left, through door, through right door, (*Central Corridor*) get juice of toad and deafened bat, through right door, through left door, right, (*Wizard's Room*) drop juice of toad, deafened bat and spellbook into cauldron, get tie, left, through door, through left door, left, left, left, left, left, left, left, left, left, (*Rebel's Inn*) go through door, right, get bottle of wine, through door, (*Cellar*) drop wellies, get key, get cannonball, through door, left, through door, right, through door, (*Abandoned Shack*) push cannon to right, use cannonball and torch to fire cannon, down, (*Rebel's Underground*) drop bone to get past dog, right, right, through door, left, left, through door, get key and walkman, through door, right, right, through door, left, left, through door, through door, (*Outside Abandoned Shack*) right, right, right, right, right, right, right, right, (*Central Corridor*) through right door, through left door, right, right, through door, give personal stereo to jailer, use key to open cell door, right, right, through door, through left door, through right door, (*Deepest Dungeon*) give wine to jailer, use key to open cell door.

You have freed the eight rebels and completed the game!!

Spike in Transylvania
The map





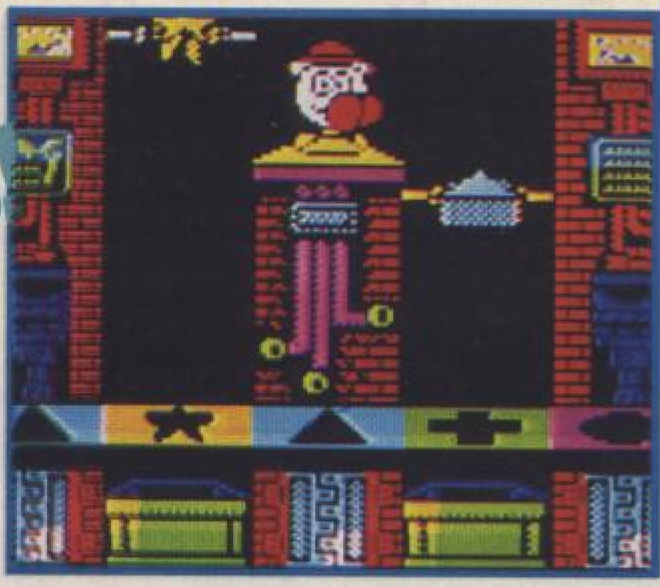


Cheeky Cheats continued!

SCOOBY DOO AND SCRAPPY DOO

Hold down the keys HELP on the title screen and the border will go white. You now have infinite lives when you start the game.

Brett Holden







POWERAMA

On the control options press the key to select cursors, then press left to go from levels 4, 3, 2, 1. Press right to go from 1, 2, 3, 4.

Barry Corcoram

STAR BURST

When the joystick is in Sinclair 1 or keyboard, if you press the number 5 you will be invincible (some letters say the number 2!). You will know this when a white border flashes on and off. You can switch the cheat mode off by pressing it again, which will pause the screen. Then you can change your joystick when the cheat is on.

Another little cheatette is to get the B icons until you have five-way fire. Now go to the bottom of the screen (only go up if you see a B icon). Stay there with your finger on fire (the button not the stuff that burns you!) and only move to dodge something nasty. You should do the first two levels easily using this method.

The Knightmare That Walks and Stephen Birkett

Dizzy Panic

Ooo look it's Dizzy... PANIC! Sorry, small eggs with arms and legs always have that effect on me! This is the latest of the Dizzy arcade games (there are more coming soon), and involves the lad working for a living in a factory. Dave Gorratt of Stoke-on-Trent has sent in these tips.

- If at all possible try to get four or more shapes in the holes at once: the pipes will go up and a new toy will be created. If you get three or over the pipes will just go up, and if you get less you only get points.
- Try to avoid falling blocks landing on the wrong shape holder as they will bounce up and make the pipes go lower, making it harder to get the shapes in the correct holes.
- Never fire a shape down and then move the guard so that it would hit the guard or the wrong holder. Isn't that always the way!
- Never fire the shapes once you've heard the music that tells you you've finished a level until the next level has started, or the guard might change and the shape would bounce off.

Heroquest

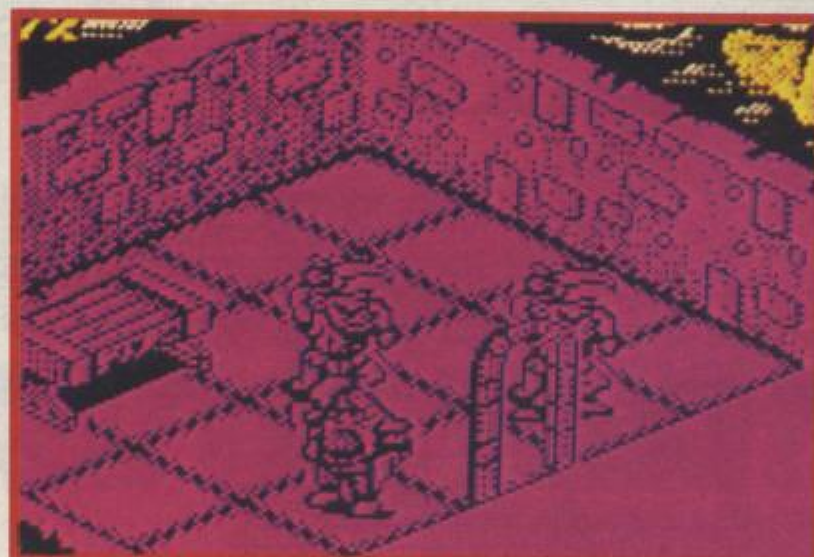
I've been innundated with tips, solutions and maps for this 3D extravaganza of a game from Gremlin, so much that I've put the lot together, make a small raft and spent all yesterday punting down in Ludlow park! Here's the cream of the crop. The peeps responsible are (blame *them* if they're wrong, not me) Shaun Thornton of Mansfield and John Layton of Great Yarmouth (I've been there on my hols!).

CHEATS AND TIPS

- By choosing 'The Stone Hunter' level and leaving the dungeon without exploring you receive 100 gold coins. Keep doing this until you have 2000 and this then allows you to buy weapons and armour/mail with which to explore the dungeons.
- By opening doors before entering a room you can look at the map. If a monster is opposite the door, fire a throwable weapon (ie axe, crossbow) which should kill the monster. But if the attack fails the monster cannot get at you until you enter the room.
- Before playing the 'Legacy Of The Orc Warlord' pay a quick visit to 'Stone Hunter', choose the crossbow as your weapon and leave again. When you start 'Legacy' you've apparently had all your equipment removed, but the crossbow will still work as a ranged weapon even though it's not on your equipment list!

WEAPONS

- Staff: Essential for the Wizard.
- Crossbow: Essential! You can even snipe at enemies through open doors from the next room.
- Broad Sword: Good weapon, but nothing special.
- Battle Axe: Excellent, but you can't use a shield at the same time. (Hint — change weapons before and after turns so you can use the shield in defence!)



And there you have it! Wasn't that fun. I suppose it's time to put you all out of your misery and reveal who's won the £40 worth of software this month. And it's (fanfare please!) Sidney James for his hard work on the Spike map.

Please send any stuff you might have kicking around to: NEWSFIELD, NICK (chicken licken) ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.





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Adventure Trail

Adventure expert PAUL RIGBY gets involved with a small professor, then discovers he's got the compilations. It's bizarre, but all in a day's trip on the Adventure Trail...

THE MICRO MUTANT

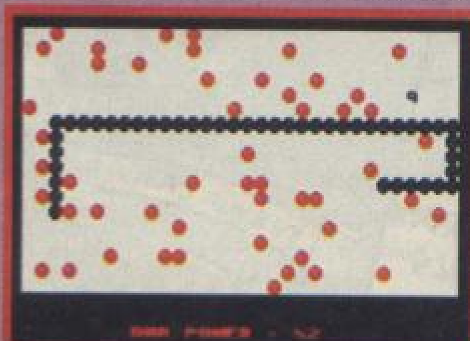
Compass Software ■ £1.99

Professor Neil Richards is in a spot of bother. Y'see, he's been shrunk in size as a result of his own experiments (the clot!). However, not only has he shrunk he's developed a variety of powers.

He can change in size (although not back to his original size) and 'mind-link' to see the thoughts of animals and insects. Playing the diminutive prof, the goal is to reach your colleague's laboratory, enabling you to return to your normal size.

The Micro Mutant is well presented with a colourful loading screen, readable text and a few graphics sprinkled throughout. One of the highlights of the adventure is the wide use of effects which include white noise sound/visuals, a screen shake effect and the most wonderful screen wipes you're ever likely to see.

To mutate, enabling you to change size, and mind-link, you need Power. Compass Software have their own 'PIE' system which takes you, from the adventure, into a mini-arcade game. The game itself is a simple affair in which you control a group of cells around the screen, avoiding the ends of the screen and the red anti-bodies. You build up your DNA structure by colliding with numbered cells. A cell numbered 5, for example, gives you five power points. A bit like a classic *Centipede* game.



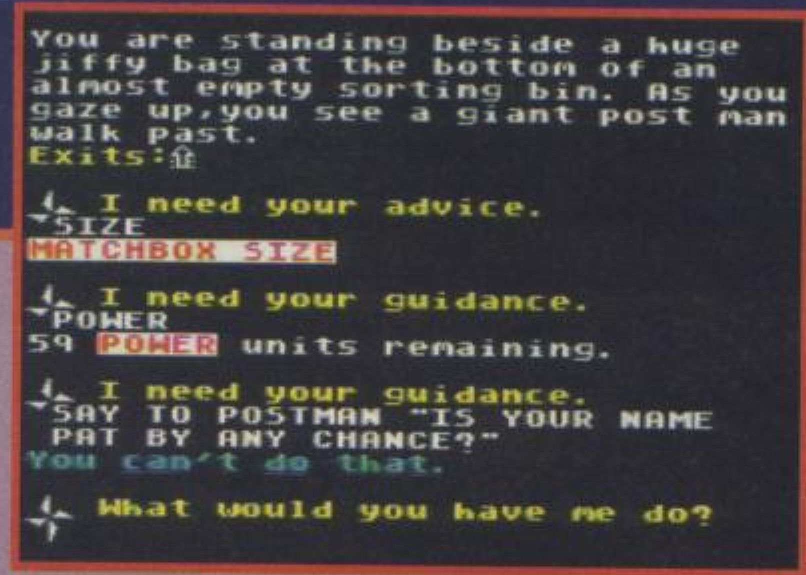
● This is the mini arcade game bit of *Micro Mutant* and plays much like a *Centipede* game of old

I must admit that, although the PIE system is an admirable addition for those players who enjoy a little arcade action, I hated it. It interrupted the flow of play — especially as, on occasion, I had to build up my DNA to certain levels to achieve mutation several times. Fortunately, if you dislike the idea of the arcade section, there is a cheat which gives you mucho power. Ask Compass Software, when you order the game, for the cheat, explaining that the arcade section is not for you.

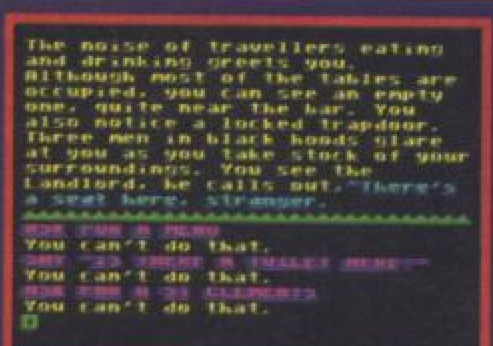
Back to the adventure proper: puzzles were, at times, pretty mind-bending. It's unlikely you'll find *The Micro Mutant* a walk-over (even *I* had to refer to the hint sheet many times!). Another reason for the extra difficulty is getting used to using the mutate and mind-link commands. Both commands are essential. In addition, mind-link enhances the interaction by bringing the other garden creatures into play.

The Micro Mutant's presentable front-end and nifty effects give the whole adventure a busy atmosphere. Although not the largest you're ever likely to see, it's very enjoyable — despite the odd inclusion of an arcade section.

Overall 80%



● Size of a matchbox! Gosh, it's just like that Arabian Knights cartoon, isn't it? Anway, from the sorting bin what escape route can there be? Certainly not second class (too slow)



● Here's an adventure from Deep Waters Volume 1 in which things are turning a bit sticky!

DEEP WATERS VOLUME 1

Zenobi Software ■ £4.99

Deep Waters Volume 1 is the first part in a compilation of games produced by River Software. On this tape are *Realm of Darkness, The Mutant, Hammer of Grimold, Jack and the Beanstalk, Matchmaker* and *The Enchanted Cottage.*

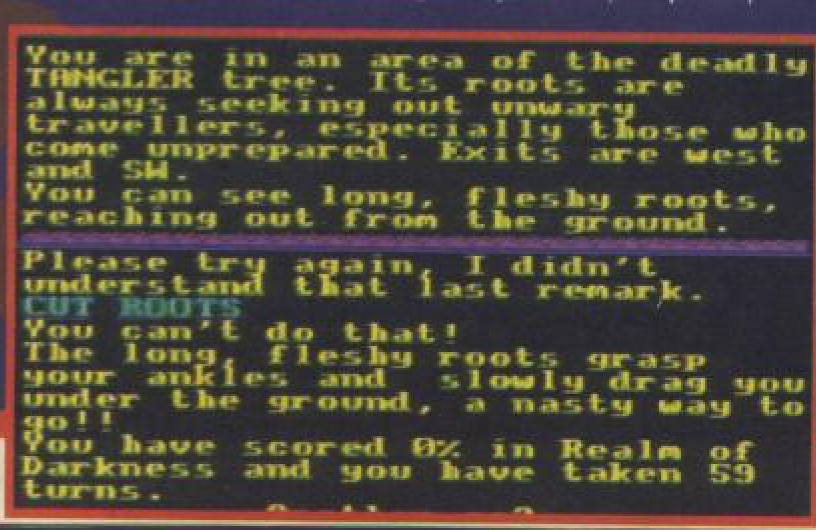
Realm of Darkness is a basic treasure hunt which has you recovering the Crown Jewels. It whiles away an hour or two but won't raise the heartbeat at all. *Jack and the Beanstalk* follows the classic fairy story. Good, but not that exciting.

Hammer of Grimmold asks you to retrieve a dwarven hammer from the evil magician. *Mutant* pits you, The Exterminator, against a beast wreaking havoc in one of the Atom Bomb test site islands and, finally, in *Matchmaker* you are a trainee matchmaker who has to get the Prince and Princess to the church, suitably attired, on time. *The Enchanted Cottage* is a more recent game and isn't bad at all.

All the games hold the River hallmarks of a decent adventure — none of them can be classed as poor, by any means. However, in comparison with the other River Software titles they lack depth and quality. This compilation tape is not going to set your Speccy on fire, even though all of the adventures are of decent quality, but it's excellent value for money.

Overall 78%

● Yeeek! Not the deadly Tangler tree (but it is!). Careful not to step too near or it's roots will grab yer legs and drag you off screaming! As they have here (we've just died)



rail

DEEP WATER VOLUME 2

Zenobi Software ■ £4.99

Witch Hunt — this was the first River adventure I actually completed. Ah, fond memories. Up in the Highlands you and your wife live a secluded life in a cottage. One fine morning you decide to walk off into the mist and get yourself trapped in a witch's cottage, probably never to be seen again.

Call it nostalgia, but *Witch Hunt* is one of my favourites. Following the usual River design policy, the game is simply described with no fancy features to catch the eye — just solid gameplay. It's one to look out for. Cracking stuff!

The Cup tells of an Irishman who has won the cup at the Cricklewood Liar's Club after his story involving wild adventures, lions... you know the sort of thing. That night, you hear a scream. Up you get to find the Irishman dying, his back covered in bloody claw marks. He tells you to get out while you can before the lion gets you too.

So, off you pop to see if you can retrieve the missing cup. *The Cup* has an original plot with a fair amount of puzzles that shouldn't be too difficult to conquer. Different plot, average sort of game.

Mrs Gloria Florence Bannister — now there's a name. Poor lass has suffered a burglary of her jade necklace, a present from her hubbie. You play Phil Mallow, Private Investigator, on the case (and on the Bourbon). The game, *The Jade Stone*, with a 20s theme, is a jolly romp full of intriguing puzzles that, like any good detective story, form parts of the big jigsaw. The story moves at a steady pace and, even with the occasional bout of monotonous location description (which does tend to frustrate after a while), the whole game is pretty enjoyable.

Onto *The Challenge*. The old chief has died so a new one must take his place. Normally the son of the dead chief takes his place but, as he is a Bad Lot, many have spoken against this. So, you find yourself in the running. The one way to decide who takes over is to take The Challenge!

The game includes a couple of interesting puzzles which easily engaged my attention. Then, there's the increasing tension of the challenge itself. While not the best adventure in the world, the solid design and the insertion of a few surprises to keep the story fresh makes the whole game a success.

Next? *The Lifeboat*. This adventure is odd, weird but very attractive, in a funny sort of way. Supposedly a true story, *The Lifeboat* is set on the 10th August 1927 when the clipper Alana hit a submerged reef off the north-east coast of Australia.

The ship was lost and of the 82 on board only five people survived. The game follows the fate of one of those people (ie, you). During play you enter a strange world mixing fantasy with mucho weirdness. *The Lifeboat* is eminently playable because it drags your welling curiosity by the throat and hangs on till the end. Excellent! *Davy Jones' Locker*, the sixth adventure on this tape, is a sequel to *The Lifeboat*, and it's another good one.

The compilation shows River's wide range of tastes and styles. Offering variety with consistently high quality, it's certainly worth buying.

Overall 86%

Oh dear...

Due to several, quite enormous, cock-ups the review of Zenobi's *The Lamberley Mystery* (Issue 91) didn't quite go as planned — consequently, one or two, erm, quite essential features were missed (ahem, sorry)...

Rather than use EXAM you use EXAMINE, EX or X to retrieve descriptions, HOUR allows times to pass by the hour and FOLLOW allows you to follow another character. *The Lamberley Mystery* is also one of the few adventures that actually recognises PUT (instead of just dropping the object on the floor). There is a nifty OOPS routine plus a unique AUTOSAVE command that saves the game every ten turns. Most of these commands are available on drop-down menus that give, along with the option of programming keys 1 & 2 to emulate adventure commands, the whole package a very professional look.

It's, therefore, a bit daft to only give it 73% — as I did. So, *The Lamberely Mystery* is rated as 81% with my comments on gameplay standing as per the original review.

Reviewing adventures can take one into the very early hours and that's never a good time to review them (paradoxical, eh?). I think I'll go and have a little lie down now.

Contact Point

Contact the following software houses to receive the above adventures...

ZENOBI SOFTWARE, 26 Spotland Tops, Cutgate, Rochdale, Lancashire, OL12 7NX

COMPASS SOFTWARE, 111 Mill Road, Cobholm Island, Gt. Yarmouth, Norfolk, NR 31 0BB

FROM BEYOND, Tim Kemp, 36 Globe Place, Norwich, Norfolk, NR2 2SQ

On Paper...

It's pretty rare, nowadays, to see a dedicated adventure fanzine appear on a regular basis; doubly so to see a Speccy-only publication. This is what Tim Kemp has done with *From Beyond*. Bi-monthly and costing a mere £1.50 for an A5 mag of 52 pages, *From Beyond* is packed with everything any Speccy adventurer needs for successful adventuring.

From Beyond has reached Issue Seven. There have been quite a few changes from the early issues: the main one being an increase in production quality which was never really bad, it just suffered from a typical dot-matrix printer output. Now the mag looks like it's printed on a high quality machine, and layout is clean and tidy.

The contents include reviews (always four pages worth divided into categories), an editorial, news, letters, hints & tips, competitions, maps and irreverent features. My only criticism is the amount of exclamation marks which breed like Tribbles. The early issues were the worst, but Tim does allow himself to slip even now, making the text difficult to read at times (!!!!).

On the whole, though, *From Beyond* is an excellent mag, packed with lots of relevant info that shouldn't be missed.

Coupon City!

SPECIAL OFFER!

In a special, exclusive offer to CRASH readers Compass Software have lowered the price of their latest adventure, *The Micro Mutant*, to £1.49 (inc. P&P) saving you 50p! See address in Contact Point. Please enclose this token when sending your order.

THE MICRO MUTANT

SPECIAL OFFER!

If you fancy sampling the delights of the latest issue of *From Beyond*, editor Tim Kemp is offering CRASH readers a special price of £1.25, saving 25p! Can't be bad. Just send a cheque or postal order to Tim Kemp at the address in Contact Point. Don't forget the coupon!

FROM BEYOND

Final Fight

US Gold • £11.99

A CRASH Smash

Civic duties take on a whole new meaning for Mike Haggar, new Mayor of Metro City (2CV City wouldn't have the same ring, would it?) in this fast moving beat-'em-up, bash-'em-up, bags-of-ouch struggle! NICK ROBERTS takes a trip to the future to join the action...



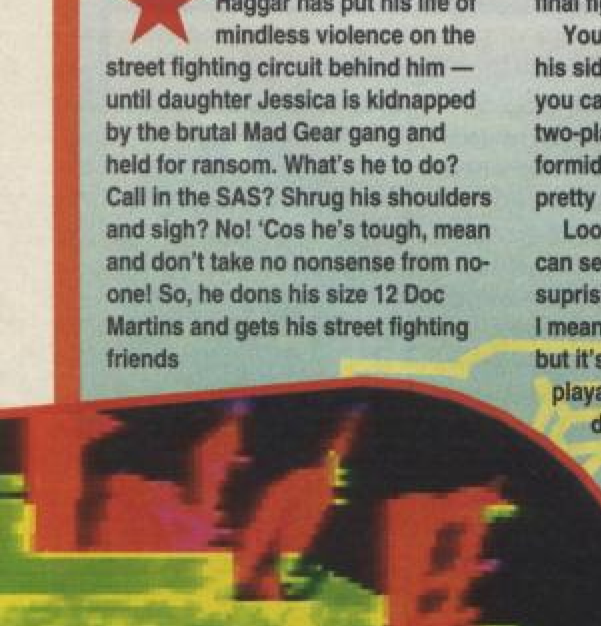


● Stayin' alive, boogy woogy!: Cody does his John Travolta impressions specially for Big Bull (the one with a small elephant stuffed up his shirt!)

On becoming Mayor, Haggar has put his life of mindless violence on the street fighting circuit behind him — until daughter Jessica is kidnapped by the brutal Mad Gear gang and held for ransom. What's he to do? Call in the SAS? Shrug his shoulders and sigh? No! 'Cos he's tough, mean and don't take no nonsense from no-one! So, he dons his size 12 Doc Martins and gets his street fighting friends together to get her back in this — the final fight (hence the title!).

You can control either Haggar or his sidekicks, Cody and Guy, and you can play the game as a one or two-player battle. They're all formidable fighting machines and pretty nifty with a punch.

Looking at the screenshots you can see how *big* everything is. And suprisingly, the speed isn't bad at all. I mean, it's not super fast and zippy but it's quick enough to be very playable. The only time things slow down a bit too much is when the screen scrolls to a further location — but when it does you're generally not involved in a fight scene (so that's OK).



STREET TOUGH

Life on the streets, is tough. Everyone's got it in for you, even the cops! The opponents come in all shapes and sizes but have one thing in common — they're all BIG! Weirdos in the game include a nutter in a Batman suit, a bloke with one hell of a beer belly (I told you Nick was there —Ed) and someone called 2P! (obviously a bit of small change!)

To better the baddies you can pick up knives, pipes and Molotov Cocktails (petrol bombs if you're not up on the street fighting lingo!) to throw at anyone who takes your fancy, as well as battering them with fists and feet. Knocking off the street scum is peanuts though, compared to facing the big, end-of-level hard nuts. Sinister Samurai swordsmen and evil giants need a bit more than a spank on the botty to stop them crushing you! (No, a wet haddock won't help either).

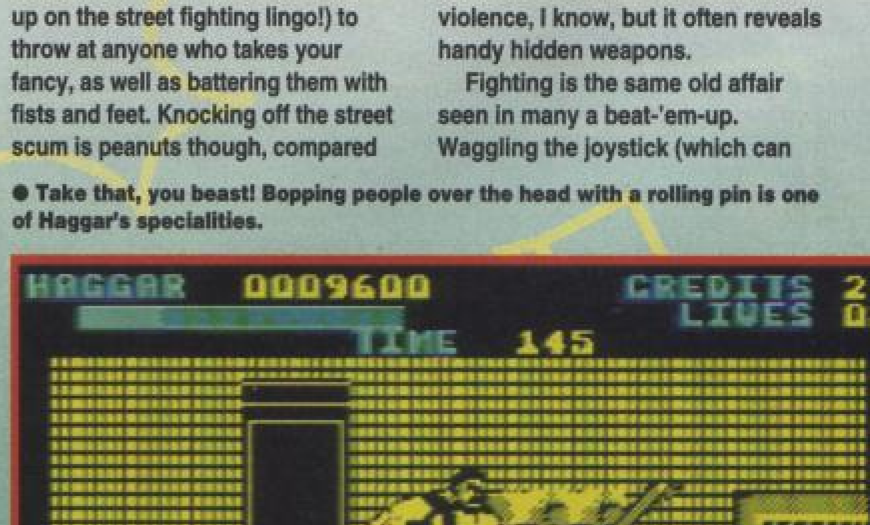
LOOK AT THE SIZE OF THAT THING!

People who moan that Speccy graphics are tiny and boring should take a good butchers at *Final Fight*. The character sprites fill half the screen just like the arcade machine. The backgrounds to the many levels are detailed and impressive. Some even have animation as you run along, as in the subway section with trains pulling up behind you. Dustbins, crates and telephones dotted along your path can be picked up and smashed to smithereens! This is mindless violence, I know, but it often reveals handy hidden weapons.

Fighting is the same old affair seen in many a beat-'em-up. Waggling the joystick (which can



● Haggar doesn't seem too happy as he twists off the neck of this Batman look-a-like!



● Take that, you beast! Bopping people over the head with a rolling pin is one of Haggar's specialities.

Golly! Don't they look mean?

HAGGAR

BORN 9-3-1943

Funny looking chap for a Mayor, isn't he? And where's his chain of office, that's what we want to know. Wouldn't argue with him though, he's a former champion street fighter and he's mastered professional wrestling skills. Special moves include the lethal Back Drop and Piledriver.

GUY

BORN 8-12-1965

Speed and endurance are Guy's qualities, coupled with his expertise in the art of martial art of Ninjitsu. His attacks can be devastating! He often catches his opponents off guard with his special off-the-wall jump. The jump's a handy move (as long as he does't fall into anything nasty!)

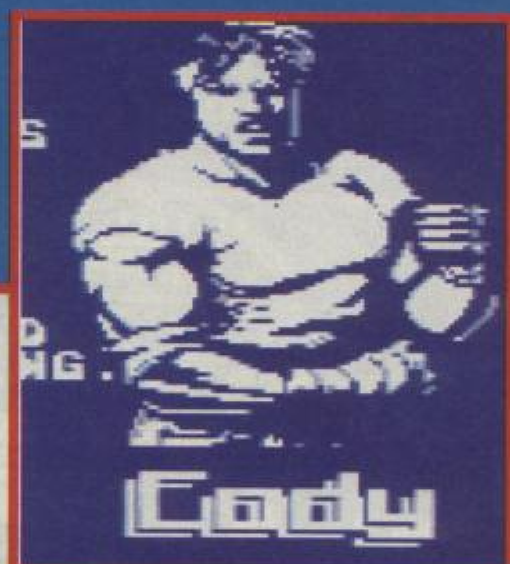
CODY

BORN 4-12-1967

This is where it can all get a bit confusing. Jessica (the one that's been kidnapped) is Cody's girlfriend. Jessica is Haggar's daughter. So that means Haggar will be Cody's father-in-law if they rescue her and they get married and, erm, we're not at all sure where Guy fits into the picture..







● Compare the graphics of the block busting arcade machine with the Spectrum's. Ooo they're the same!



really make your hand ache after a while,if you know what I mean) with or without the fire button, gives different moves, including jumps, back kicks and mega punches. The difficulty setting is just right, with beating an opponent just a matter of perseverance with a lead pipe! Tough, eh?

I'm usually not very impressed with beat-'em-ups as programmers usually fall into the trap of producing mediocre games with nothing new to offer. *Final Fight* is different. With its detailed, gigantic graphics and loadsa whacky enemies it's bound to be a real winner with all beat-'em-up fans, even I loved it 'cos I pretended it was Corky that I was duffing up!

● 89%



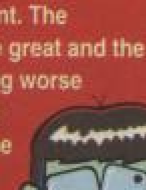
Completing Final Fight in the arcades

A mammoth session on *Final Fight* is what you need to complete the coin-op original of the game — about one and a half hour's worth of solid bashing! That's going to cost you about £10.50 (two players). So investing in the Speccy version is a much better idea (it's only £1.50 more) and you can play it over and over again! The end of the coin-op game's a bit peculiar (we don't know about the end of the Speccy version — haven't got that far yet): the final opponent turns out to be a wheelchair-bound hoodlum. Your first objective is to knock him off his chair, so he's hobbling around on his stumps. Shouldn't feel too sorry for him though — he's got a deadly machine gun! *Arrrrrgh!*

● Take that you nasty man. Oooo bugger, me nuckles! That hurt more than looking at Corky's face in the morning and believe me, that's painful!

MARK

Wow! These guys are mega — the sprites in *Final Fight* are *whoppers.* They certainly shift as they kick ass and ensure the Mad Gear gang pay for kidnapping Jessica. The arcade version is unknown to me, but after playing the computer incarnation I'll certainly be searching it out. OK, you may say, this is just another vigilante beat-'em-up. True, but even though the sprites are monochrome the attention to detail is excellent. The mugshots and presentation screens in the title sequence are great and the varied backdrops score highly in my books — there's nothing worse than trudging round a game with samey looking settings. As with a lot of beat-'em-ups, the going is tough to start with (the timer doesn't help), but after a while you can merrily punch any attacker's lights out, no probs. *Final Fight* is a mighty thumbs for US Gold. Excellento! ● 91%



Rating

Whopping graphics add that extra sparkle and make a basic beat-'em-up a winner!

PRESENTATION	88%
GRAPHICS	91%
SOUND	84%
PLAYABILITY	89%
ADDICTIVITY	87%
Overall	90%

Alien Storm

US Gold ● £10.99 ■ £15.99

Help! Help!
The aliens have landed! 'That's alright!' says MARK CASWELL, 'I'll just nip over to the Burger Cafe and get some help!'. He's obviously, stark, staring bonkers. Oh, well...





● **Karla and Gordon on their way to face the bug eyed monsters in *Alien Storm***





● **Oh look! It's the Eurovision Song Contest judging panel. Hah! Your song's a dud, matey and (Right) no alien is going to get that last box of Weetabix!**

Look, I'm not bonkers at all. For many years people have *claimed* to see strange lights in the sky and to have met little green men. Most thought them mad or senile, but there's a band of serious UFO watchers who've anticipated the invasion plans that are to materialise. They set up the Burger Cafe as a cover with three of their best operatives to watch the skies.

And — behold! — the aliens arrive! So, it's just as well Gordon, Karla and Scooter (the heroic Alien Busters) are ready to thwart the plans of the bug-eyed monsters who want to take over the planet. That's where the game begins.

The aliens are carrying out raids on Earth from a huge mothership, hidden from radar by alien technology, and what's more, the aliens are disguising themselves as everyday objects: they appear as potted plants, telephone boxes, dustbins and other unlikely objects.

● **You can't tell head from tail on this creature (then again, maybe it has neither)**



THE GAME ITSELF!

Alien Storm is a one or two-player game and starts with the choice of a character to play. Each carries two guns: a *really, reeeeeally* huge intimidating jobbie to blow away big targets (that also makes a *really* great noise), plus a standard gun for small annoying aliens who sidle up and try to bite your leg off.

Agility is the characters' strong point: they leap and roll, avoiding the bug eyed beasties niftily. Offense tactics (guns aside) include clubbing the aliens over the bonce and blasting them with smart bombs.

STYLISH FUN

The game has three game-styles which pop up from level-to-level.

Style number one is a bit *Golden Axe*-ish (ie, fight the creepies on the current screen and then move onto another location and do away with a few more). Set on the streets, all is pretty quiet until something wanders along that wouldn't look out of place in the worst anchovy pizza-induced



● Oh no — pizza nightmare!

nightmare. Adversaries appear alone, and sometimes in groups, but most are camouflaged as everyday objects and leap out on you as you pass.

A press of the fire button soon whips you into action, although whether you fire the *really* huge or the not-so-huge gun is chosen by the computer, as is smashing the living daylights out of the scum with your



● The 'running very fast' bit (obviously) has you pegging it along with all the speed of Nick chasing the chip van (ie. very fast!)

rifle butt.

Your energy level rapidly depletes: energy capsules can be collected when certain adversaries bite the dust, but you often die quicker than capsules are collected (ain't that always the way?). Destroy all the aliens on that bit and onwards you progress

THE RUNNING VERY FAST BIT

A change of gameplay follows: we call it the 'running very fast bit' 'cos that's what it's all about. The screen scrolls horizontally from left to right, and the computer controls the firing of your unfeasably large weapon. All you have to do is move your character up and down the screen to shoot the bug-eyed swines. Simple, fun and (in a strange sort of way) quite relaxing.

A third play variation occurs every couple of levels, and sees our heroes battling it out with the aliens in a shop. The view is through the characters' eyes, and in true *Op Wolf* style a floating cursor allows you to aim your weapon. Monsters attack you from behind well-stocked shelves: create complete havoc and splatter them across the counters. It's a super section and refreshingly different from the other game styles.

IT'S ALL RATHER VIOLENT, THEN?

Indeed it is! The game is amazingly close to its coin-op parent: fast, violent and, most important of all, playable (thank heavens). Aliens certainly come in some weird and wonderful shapes, and are very often amusing in their disguises. As with all games with two player mode, *Alien Storm* is at its best when a mate joins in: it certainly needs two of you to get past some of the horrors you meet up with.

It's a wonderful conversion, spiffy in fact. So, pick up that huge gun (it's sitting there in the corner) and prepare to go wild (I did!). ● 90%

Eek, it's a load of aliens! (No, it's the programmers)

The folks behind *Alien Storm* are Manchester based Tiertex. The programmers prefer to remain anonymous (shy lot), but they have previously worked on *Italy 1990, Dynasty Wars, UN Squadron* for US Gold. The team's favourite game section is the 3D shoot-'em-up because 'it's great fun to destroy the backgrounds', although this was by far the trickiest section of the three to program, 'because it's a four-level overlay parallax scroller with sprites needing to walk between all levels' (whatever that means).

The game is a simultaneous two-player affair, but it could have been three players! However, that would have resulted, due to memory restrictions, in the characters all looking the same (boring, not to say confusing!). Aliens come in 16 different types, and the number of animations ranges from three frames for the blobby ones to 12 for the tentacled beasts. Ah, who cares? As long as the bloomin' thing's playable — which it is! Hurrah!

MARK



This is one wicked game! It combines the best features from shoot- and beat-'em-ups into one, with different styles of gameplay and some impressive presentation to top it all off. What makes *Alien Storm* stand out from the crowd is the three different game styles to each mission, which gives the game welcome variety. I've been playing *Alien Storm* for quite a while now and I reckon I'll be playing it heaps more — it's a brilliant conversion of a highly playable coin-op. ● 88%

Rating

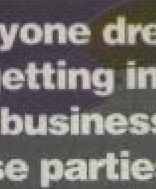
A winning and varied coin-op conversion to shoot and beat away boredom

PRESENTATION	90%
GRAPHICS	88%
SOUND	85%
PLAYABILITY	89%
ADDICTIVITY	90%
Overall	**89%**

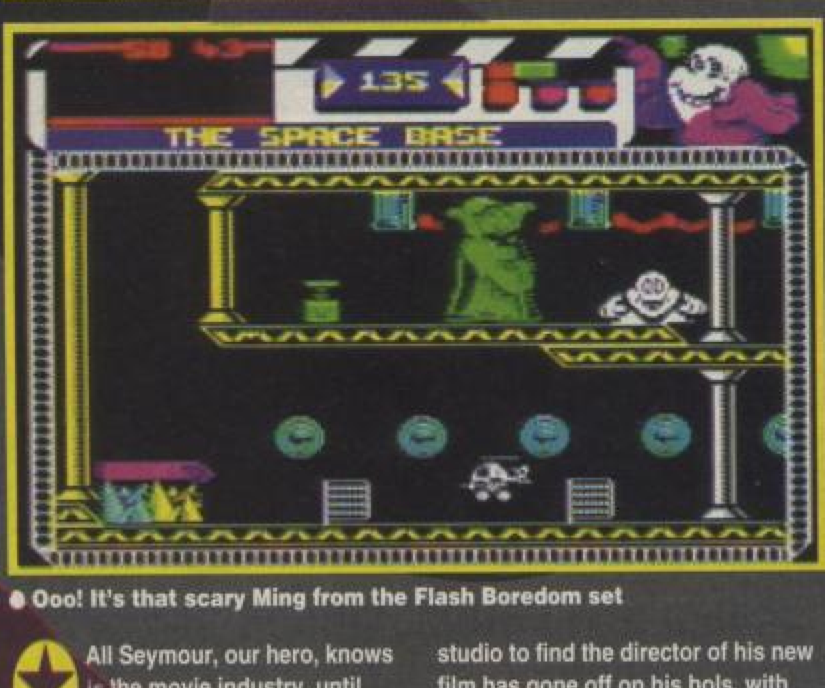
Seymour at the Movies

Code Masters ● £3.99

Everyone dreams of getting into the film business. All those parties, chauffeur driven limousines and endless autograph hunters — what a hard life! NICK ROBERTS fancies a go and jumps into an aspiring movie star's shoes...







● Ooo! It's that scary Ming from the Flash Boredom set



● Why me? Gosh, I wondered where Corky had gone on his holidays!

All Seymour, our hero, knows is the movie industry, until one day he comes to the studio to find the director of his new film has gone off on his hols, with the script locked away and the whole studio in pandemonium!

Your task now is to right all the wrongs and get your latest blockbusting film into production. You're not on your own though. There are people all over the studio to help you — once you've solved their little problems, that is.

● Poor Long John has lost his bird, and here there are no squawks to be heard. Perhaps if you will search him out, he might just give you a prize trout. (Oh dear)



GREASE LIGHTNING!

There are a pile of film sets throughout the studio — taken from classic films like *Grease*, *Frankenstein* and *The Wizard Of Oz*! Each film set has characters from the movie in it, as well as objects to help you solve puzzles all through the game. There is a sinister plot behind all the razzamatazz though! Someone has been murdered and little Seymour has got to bring the scoundrel to justice.

EGG 'N' CHIPS

If you're a fan of this style of arcade adventure (ie, very much in the *Dizzy* mould), you'll have a fair idea of what to expect from *Seymour*. It's also as instantly playable as *Dizzy* games. You're guaranteed a pure diet of mysterious objects, strange situations and tricky puzzles that

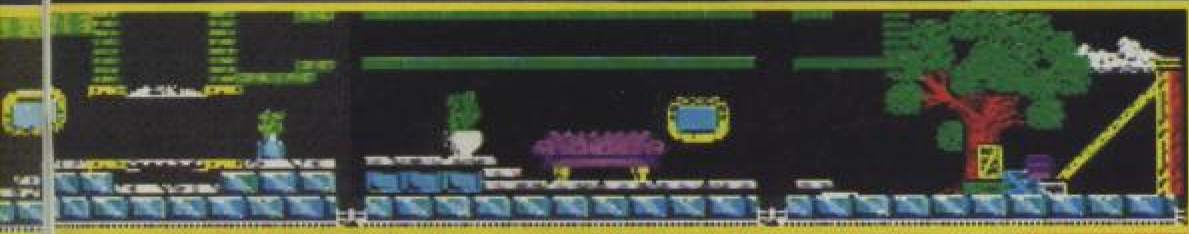


MARK



Oh lordy! It's a walking turnip wearing big gloves! Bizarre, eh? Seymour is here and, as in the *Dizzy* games, he has to wander around solving puzzles a plenty. That's fine and dandy if you enjoy that sort of game, but I grew very frustrated with the 'wander along, collect a few objects, wander a bit further' etc (repeat until asleep) format. Helping the other characters to solve their problems is quite satisfying. However, some won't let you pass them until you solve their particular problem (annoying so-and-sos). *Seymour At The Movies* is bright and colourful. Our hero looks a bit of a thickie, especially with his buck teeth, but then we can't all look like Mel Gibson or Arnie, I s'pose. If you love puzzle games give this a whirl. It's a treat! ● 80%

● This Dorothy girl should be locked away. One look and poor Seymour crumbled into a pile of bones



need solving.

The puzzles here are perhaps a little too easy for the hardened *Dizzy* fan. In fact, players who know what they're doing could have the game cracked in a couple of days (but still find it a lot of fun). Someone starting off in the big wide world of CodeMasters adventures may find it more of a challenge.

Seymour is a much better character than Dizzy (That's a bit controversial! —Ed). The old egg was good in his day but it looks like he's had his chips. Seymour's facial expressions, the leaps and bounds he makes with his gigantic feet and his hands wobbling all over the place make the game very attractive (and therefore it oozes addictiveness, keeping you coming back for more and more).

Of course, cutesy graphics alone do not make a hit, a good game plan is needed too. This is where *Seymour* falls down a little. The main game is fine, but there's just one section that could drive you nuts: it's the studio maze bit. From this all the movie sets are accessed, but each screen in the maze is exactly the same and it's very easy to get lost. If the programmers had made slight alterations to each screen (so you could tell roughly where you're going) it may be bearable but, as it is, you'll be tearing your hair out!

Seymour has it's faults (like all games), but the overall impression is a definite thumbs up! A hearty round of applause for the programming team at Big Red, a slap on the back to Codies and a big 'Hurrah!' for me ('cos I'm taking this game home with me!). I really hope we're going to see a lot more of this character.

● 90%

Behind the scenes!

The story behind the making of *Seymour At The Movies* (not *Seymour in Hollywood* as the preview had it) obviously has something to do with the highly successful *Dizzy* games. In fact most of the game was written for a new Dizzy adventure but the Powers That Be at CodeMasters decided not to use it because of the real life plot. Instead of wasting the game, programmers Big Red Software came up with a brand new character and he became Seymour — complete with toothy grin.

Rating

Another game in the Dizzy mould. And why not? People seem to love them so

PRESENTATION	87%
GRAPHICS	89%
SOUND	84%
PLAYABILITY	87%
ADDICTIVITY	87%
Overall	**85%**

A CRASH Smash

New Zealand Story

Hit Squad ● £3.99



Who hasn't heard of this one, eh? It's that game starring you as fluffy Tiki the kiwi. All your kiwi chums are captives, and you have to find 'em. It's packed with platform-jumping, baddy-shooting, evil walrus-bashing action and, generally, it's quite manic.

Waddling round the scrolling maze-style landscape and impaling nasties with your trusty bow and arrow is dead addictive. The game is full of neat touches — there's several flying devices with many ways to fly them, loadsa different nasties, extra weapons and a swimming bit where you don your snorkel and goggles. Then there's the levels: there are so *many*! Even with cheat mode on it's worth playing the game just to see the later ones. They're not easy either, so you won't be completing this game in a hurry.

The graphics are really cute, with well drawn sprites. Sound is every bit as sickeningly cute as the graphics, with a jolly tune, funny little jingles and good spot FX.



And that's about it really. Except to mention (again) that the gameplay's a bit hard. But, if you missed this first time round, be sure to snap it up now or your Spectrum just might not forgive you (it's a bit of a classic, y'see). ● WILL

Rating

PRESENTATION	87%
GRAPHICS	92%
SOUND	91%
PLAYABILITY	91%
ADDICTIVITY	90%
Overall	**90%**

Cabal

Ocean £3.99

Good lord! There are plenty of these 'small country-causing-loadsa-aggro' games around, aren't there viewers? Another *Operation Wolf/Thunderbolt* 'shoot-anything-that-moves' game is here on re-release — it's *Cabal.*

You are volunteered to enter enemy territory with nowt but a machine gun, a handful of grenades and a large amount of guts (or, if you prefer, stupidity) to battle through the 20 single screens that make up the game.



● Which one of you bozos is next in line for a lead sandwich?

You begin each section with a view of your character looking up the screen. There are buildings and walls, from behind which the enemy forces leap to spray the area with lead.



● Hasta la vista... baby

The most sensible thing is to return fire, and this is indeed what you can do (with great effect). Firstl, with your machine gun, then with the really big and powerful weapon pick-ups that are at your disposal.

Originally released at the same time as *Op Thunderbolt* and sadly overshadowed, *Cabal* isn't quite as slick as *Thunderbolt*, but it's just as playable. But then, I love a good shoot-'em-up: the more violent it is the better! *Cabal* certainly delivers the goods.

● MARK

Rating

PRESENTATION	89%
GRAPHICS	87%
SOUND	85%
PLAYABILITY	90%
ADDICTIVITY	92%
Overall	90%

Toobin'

The Hit Squad £3.99

Arcade sensation of yesteryear, *Toobin'* involves two horrendously cool dudes with horrendously short names, Bif and Jet. Being so cool, the guys' favourite pastime is hangin' out on the local river, shootin' rapids and the like in an inner-tube race.

The hazards they brave in their toobs as they progress down the vertically-scrolling waterway include sticks, fishermen and floating logs. Bif and Jet's awesome water-craft are controlled with joystick or keys, up being paddle forwards, down backwards, and left and right rotate you in said directions. This is a little tricky and awkward at times, but not too bad once you're used to it.

Graphically *Toobin'* isn't too bad, Bif and Jet are well defined and in different colours, so you're not easily confused. The sticks are basic and easily recognisable (same goes for the logs), fishermen are almost invisible against the garish red shoreline, and sand banks are one colour with no shading.

Sound is a great little tune that was rousing and created atmosphere in the arcade, but doesn't do much on this version because gameplay is a teeny bit slow. You tend to paddle maniacally to drag yourself somewhat sluggishly over to the other side of the screen. Avoiding sticks and other hazards is not a prob but collecting the letters to make up *TOOBIN* (for a bonus) is hard going. It's a bit too tricky to provide solid gaming entertainment.

● WILL



● Grab the beer can, this is useful to throw at attackers (when empty hof coursho, hic)



● Hit the 1000 point flag, but don't let the fisherman catch you (he wouldn't throw you back)

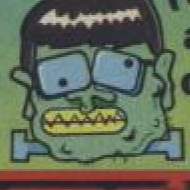
Rating

PRESENTATION	40%
GRAPHICS	55%
SOUND	75%
PLAYABILITY	50%
ADDICTIVITY	49%
Overall	45%

Robozone

Mirrorsoft ■ £10.99

Mucky lot aren't they, humans? Billowing out loadsa yukky pollution all over the place. Well, 'environment friendly' is obviously an unknown quantity in this world (whoever heard of a green robot anyway). MARK CASWELL dons his gas mask and takes a trip into the future...



Since the start of the Industrial Revolution in the 1700s mankind has been destroying its planet, and by the year 2067 there's not a lot left. This is where this is set: in a world very different to ours (or is it?) — Earth is dying and only the privileged few will be saved.

The lucky survivors flee to the hills and leave the cities in the care of Wolverine robots. Scientists reckon the pollution will disappear in a decade or two, with the Wolverines coping till then. But a band of strange robots, known as the Scavengers, take over New York and erect a huge domed building: The Furnace, which begins to create even more pollution (chain smoking robots?). As the only surviving Wolverine, damaged and suffering from a lack of memory, you must locate and destroy The Furnace to save New York.



● Bing, bong! The train due to arrive on platform 1 has been eaten by giant flies



● Oh lordy, we're going to need some bigger fly papers in here

GO FOR IT, WOLFIE!

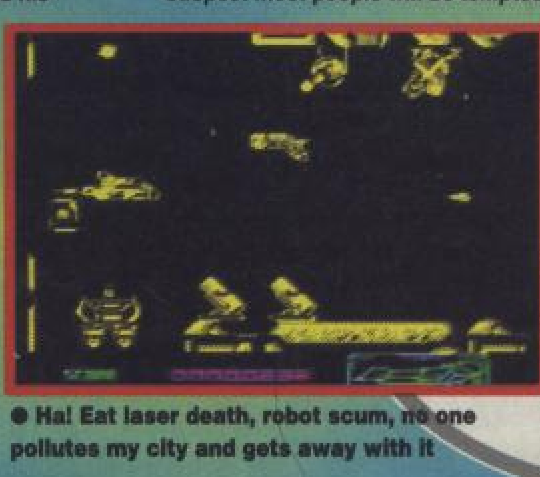
The three level game starts with a trip through the old New York Subway to the otherwise sealed off Furnace. This first part is viewed side on, and is a horizontally scrolling shoot-'em-up with the Wolverine up against many weird and wonderful creatures. Wolfie ain't too hot in the weapon stakes, but as you thunder along the dank subway tunnels, weapon power-ups can be found. Contact with the Scavengers or their bullets depletes your energy bar, but there are power pick-ups along the way.

Level two takes you to the streets of New York where Wolfie has to find the components to rebuild his onboard computer. The required bits and bobs are scattered around, so extensive searching is needed. When all parts are assembled you must find the scientist, known only as Tank, to get him to restore your memory. All the action in this part is viewed head-on, with the streets coming towards you as you move.

The final level is set in The Furnace, and it's a horizontally scrolling shoot-'em up again. Luckily, the return of your memory means your full weapons systems come back on line. Can you defeat the Scavengers and save the world?

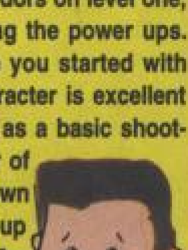


● Excuse me, Mr Spider but have you seen a computer lying around here?



● Ha! Eat laser death, robot scum, no one pollutes my city and gets away with it

MARK



R*obozone* is strange. The storyline's great, and the graphics and sound are packed with atmosphere and detail. The only trouble is you can't get anywhere! You run around the different subway corridors on level one, shooting all the nasty insects and robots and collecting the power ups. Then suddenly it dawns on you — you're back where you started with nothing to show for it! The animation on the main character is excellent and very reminiscent of the ED-209 from *Robocop* and as a basic shoot-'em-up *Robozone* is fine. Completing a level is a matter of mapping out exactly where to go and moving up and down the tunnels until you find the exit. If you're a shoot-'em-up fan and have the patience to map this may be for you. The game just needs to be more immediately playable.

● 65%

SOUNDS GOOD *BUT...*

After a few games I was ready to throw the Speccy out of the nearest window! Level one is so tough I suspect most people will be tempted to give up very soon after sitting down to play *Robozone*.

Graphically the game is OK: both the main sprite and the attackers are large (but rather crudely drawn). The backdrops on level one are a bit samey and, as it's so difficult, a subway wall is all you'll see for a while. A bit too tricky to be heartily recommended.

● 50%

Rating

Needless frustration on level one cools any shoot-'em-up ardour

PRESENTATION	70%
GRAPHICS	75%
SOUND	77%
PLAYABILITY	51%
ADDICTIVITY	49%
Overall	**58%**

Capcom Collection

Bring almost a whole arcade's worth of coin-op conversions into your bedroom in one go with this new compilation from US Gold. With eight stonking good games in one pack, no-one's allowed to moan about lack of value for money! NICK ROBERTS takes a trip into beat-'em-up land for an octagonal shoot out...



US Gold ■ £17.99

Kicking off is *Strider*, the original game starring the bloke with a big blade! Slice and dice lots of nasty peeps on your quest to find the Grand Master. Your journey takes you through some rough terrain, over snow capped peaks and into the middle of the Russian Red Army. A big hit when first released.



● Whoo! Whoo! this game sounds like our man Nicko taking lots and lots of big steps! That's because it's Strider.

Forgotten Worlds was awarded a CRASH Smash when it first poked its head around the US Gold door. The game can be played as a simultaneous two-player blast and you have to blow away all sorts of alien scum to rescue the world from the grips of Bios! There's also a special shop section, where a scantily clad lady offers you some of her delights! (oo-er!)



● Vroom! Vroom! Intense speed and amazing G-Force in this fun filled racing game.

Getting away from aliens for a while, we come to *UN Squadron*: an all out fight for survival in the cockpit of a flash plane. Graphics of the mega enemies in this are really impressive — let's just hope you have enough bullets left to polish them off.

WHAT A NAME!

Dynasty Wars takes you into the Ming Dynasty, with eight legions of enemy infantry and cavalry to zap and an evil warlord with a strange name to conquer. I ask you! Who calls the big baddy of a game Thung Choc?

A real arcade game classic this one: it's *Ghouls 'N' Ghosts*. The follow up to the brilliant *Ghosts 'N' Goblins*, this continues the adventures of Arthur, the gallant knight, as he takes on more ghoulish opponents. It's an incredibly addictive game and packed with action.

Well, we've already had *Strider* — how about a bit of *Yes, he's back, now armed with a high velocity Gyro lazer gun. Our hero is obviously a sucker for punishment and wants to beat up even more baddies (sooo butch!).*

LED Storm sticks the player into a high-powered futuristic mean machine to battle it out in nine fast and furious stages. Lots of obstacles in each, plus bonus icons to be collected to increase your energy and boost fire power.



● Dodge the enemies bullets in this fast and furious riotous fun game happening your way now!

These princesses are always getting into trouble aren't they? Another royal girl's blouse needs to be rescued in *Last Duel*, and you're staying in your car to do it this time. The great thing about the car is that it also doubles as a hoverplane!

NO COLOURS OR PRESERVATIVES!

This compilation is pure coin-op action all the way. If you plan to buy a copy, I hope you're a shoot- or beat-'em-up fan, as that's all you get! A bit more variety in gameplay styles wouldn't go amiss, but otherwise a great bargain.

● 63%



● Oppp! I've forgotten this one! (shut up, Nick) This is one class game etc, etc, etc, blah, blah!

MARK



Well, there's certainly lots here: eight games for nearly £18 isn't bad at all (that's, erm, about £2.25 each). There are three real stars in the pack, games I still enjoy playing, and they're *Forgotten Worlds*, *UN Squadron* and *Ghouls 'n' Ghosts*. *Ghouls 'n' Ghosts* is probably one of the most enjoyable games on the Speccy — perfectly playable action combat with great style and so much going on: exhausting! The rest in the pack aren't bad, but do lack a certain sparkle. As a complete package, for £18, *The Capcom Collection* is a worthwhile buy, specially if you're a coin-op freak!

● 70%

Rating

Eight fun slices of action for any shoot- or beat-'em-up fan!

STRIDER	67%
FORGOTTEN WORLDS	45%
UN SQUADRON	70%
DYNASTY WARS	55%
GHOULS 'N' GHOSTS	90%
STRIDER II	66%
LED STORM	60%
LAST DUEL	65%
Overall	**71%**

This was billed as the big Domark compilation for the summer. It's a bit late, but never mind. Stick sand between your toes, a spotlight on your face and get someone to bring you long cool drinks with umbrellas in them and pretend it's summer while you play!

Grandstand

Domark ■ £14.99

OK, sport lovers, this one's for you. A whole string of sporty stuff for you to master without having to waste loadsa energy getting all yukky and sweaty running round muddy fields. NICK ROBERTS slips into his sexy shorts (?!) to check out the action...





● Continental Circus is nothing about clowns but looking around the CRASH office at Nick playing it, one begins to wonder.

MARK

Here's a sports pack from Domark which, erm, doesn't actually feature any originally Domark-related product! Not that it matters, because get two of the sporting greats of the Speccy: *Continetal Circus* and *World Class Leaderboard*. The first is a smashing racer taken from the coin-op with all the best features (including the playability) retained: just *really* fun to play! Any game from the *Leaderboard* series is great, and *World Class* tops the lot (but it does seem to feature on a lot of compilation packs). The other two are OK, though *Gazza* does let the side down a bit. Relatively bargain-like. ● 61%





● He's full of publicity and all that but Gazza certainly knows how to take our cash doesn't he?

The pack includes four sporty games covering all the favourites. There's *Gazza's Super Soccer*, complete with hanky for when the tears begin to flow, *World Class Leaderboard* for the golfing enthusiasts, *Pro Tennis Tour* with lots of strawberries and cream and *Continental Circus* for the motoring fans.

RAINY RACES

My favourite is definitely *Continental Circus*. This is still one of the best car racing games I've seen on the Speccy. You race through some of the toughest tracks around, with skillful gear changes and acceleration needed to survive. You have to watch the opposition *and* keep an eye on the weather, as it actually rains in this! Check it out for one of the best tyre scorchers on your computer.

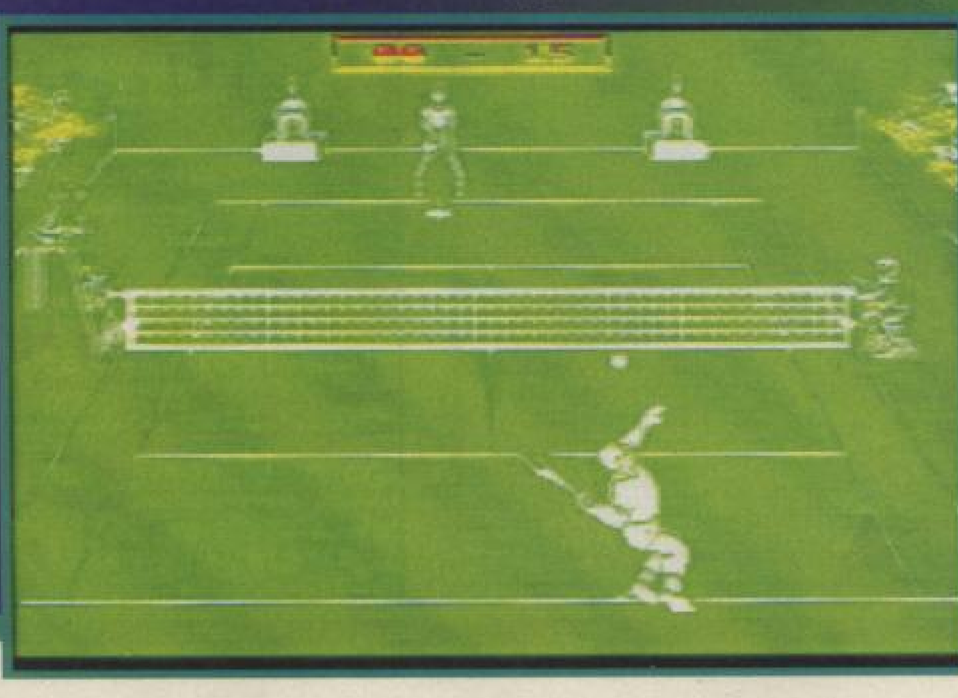
If oil and burning rubber isn't your cup of tea (it wouldn't taste very nice would it?), perhaps you'd prefer the courts of Wimbledon with *Pro Tennis Tour*. You're going to need all your skills to beat top seeded players and get though to the big final. Unlike many tennis games the graphics in this are large and detailed.

World Class Leaderboard is for the checked trouser brigade and is one hell of a golfing simulation. You can play some of the courses that have challenged golf's greatest players, complete with the correct distances, traps and hazards. The only thing missing is the drink at the golf club bar afterwards!

GAZZA-MANIA

Last, but by no means least, here comes Gazza! He gets everywhere, doesn't he? His *Super Soccer* game allows the player to customise the leagues and details. You can either play against the computer or a friend.

A mixed bag of sport games, with only one of them particularly outstanding, but for avid sports fans *Grandstand* provides value for money, if you haven't got the games already. ● 60%



● Anyone for tennis? It's the game that has us all eating strawberries and cream and our heads going side to side in this fun sport sim!

Rating

Not much quality-wise but could prove entertaining for sport fans

GAZZA'S SUPER SOCCER	40%
PRO TENNIS TOUR	50%
WORLD CLASS LEADERBOARD	78%
CONTINENTAL CIRCUS	80%
Overall	**61%**

Super Sim Pack

US Gold • £17.99



Variety is the spice of life and that's certainly what you get with this little lot as you hob-nob with the tennis greats, wring out your hanky for world cup action, zoom around in go-fast cars or get bullets in your bottie in a shoot-out bonanza. Here's MARK CASWELL with a full run down...

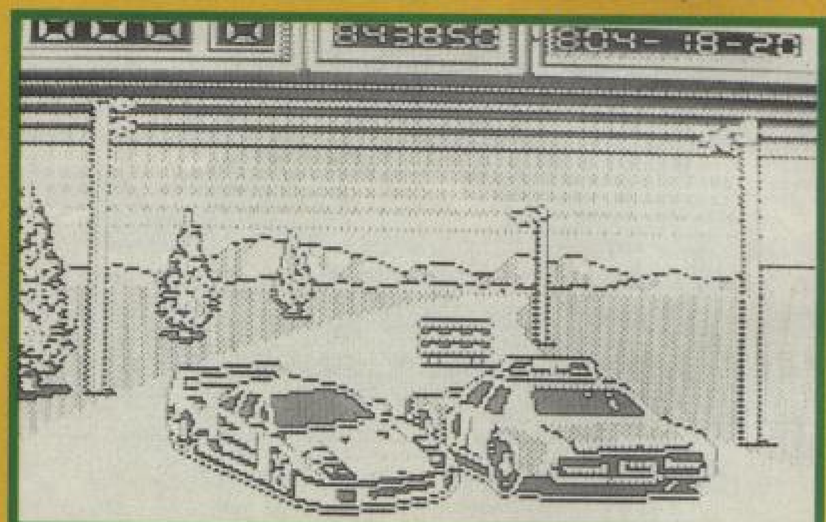
'A combination of the very best in sports, driving and airborne action', (or so it says in the blurb). There are four games in this compilation: *International 3D Tennis*, *Italy 1990*, *Crazy Cars II* and *Airborne Ranger*.

International 3-D Tennis is a one or two player game with the tennis court and players shown in wire framed graphics. It takes a while to get used to the stick-like figures as they leap around after the ball, but if you enjoy tennis sims, this is certainly one of the best around.

Italy 1990 was US Gold's offering for last year's World Cup. To kick off (pardon the pun), choose whether to play against the computer or a mate. The match is a bird's eye view affair with the controlled player denoted by an arrow. The computer decides the player to hoof the ball to, and there's corners, penalties and goal kicks to take.

FERRARI FRASHING

Crazy Cars II is a sort of up-market Mad Max with you at the wheel of a Ferrari, bringing various four-wheeled villains to book at break-neck speeds. But catching criminals isn't your only problem — the local rozzers don't appreciate someone screeching along their highways at suicidal speeds, so they're on your back as well.



The smooth scrolling backdrops are impressive, as are the whopping playing areas and the wonderfully detailed car sprites as they speed across the country. If this is what driving a real Ferrari is like I'd better start saving!

BOTTOM BULLET

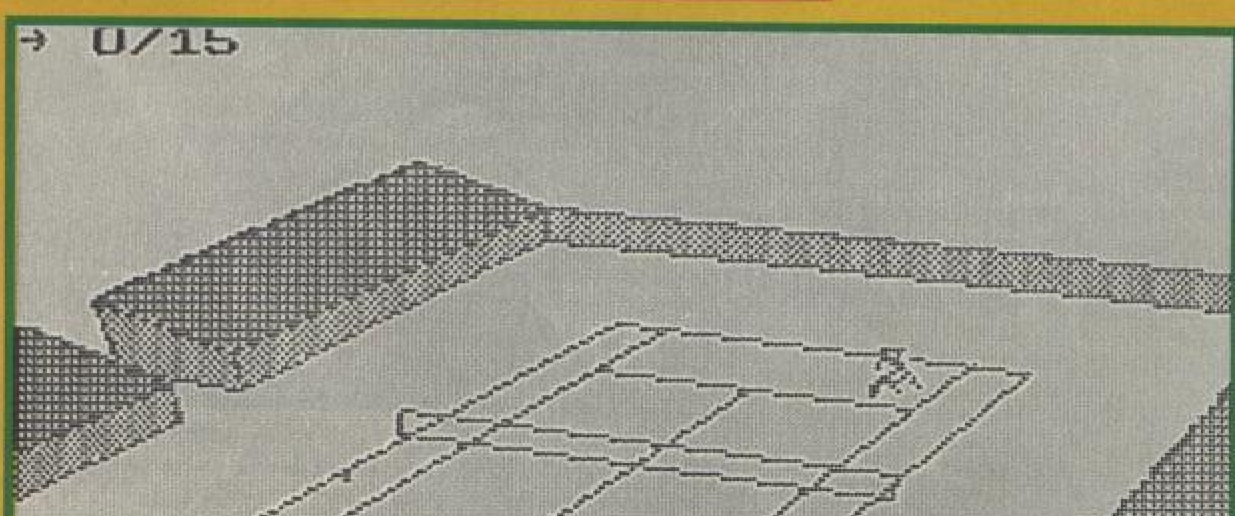
And finally, in *Airborne Ranger* you're part of America's elite fighting forces: the Airborne Rangers (quelle surprise). Twelve missions are on offer, over three different terrains: Temperate, Desert and Arctic. Here men are real men who get their asses riddled with bullets (Another example of Mark's warped view of the human race — Ed).

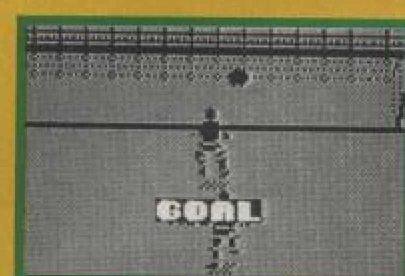
Each mission is viewed from above, and although some are stealth orientated, many are stomp in and shoot anything that moves affairs, although stealth on even the most 'gung ho' mission is a good idea. Both in the graphic and playability stakes *Airborne Ranger* is a darn good game. 80%

RICH

A very mixed pack this one but certainly four fine games. *Italy 1990* was definitely one of the best soccer games of last year — the action's fast and it's instantly playable. *International 3D Tennis* is a good tennis sim, if a bit odd to get to grips with. The wire-frame graphics certainly don't look up to much at first, but their movement is very good, as is the playability of the game as a whole (if you're into tennis, of course). *Crazy Cars II* is far better than the original *Crazy Cars*, so don't be put off by the name. Playable and entertaining but, at the end of the day, it can seem like 'just another' driving game. *Airborne Ranger*, is neat, if a bit old looking these days, but plays well. Not one game really shines from the pack, but as a bundle it's a good buy.







Rating

Individually average thrills compiled into a worthwhile job lot

INT. 3D TENNIS	80%
ITALY 1990	75%
CRAZY CARS II	82%
AIRBORNE RANGER	84%
Overall	**80%**

excellent CITY

Punters unite! Welcome to Excellent City — the place where all the greatest Speccy games of the last few months live (in most desirable residences). No longer do you have to puzzle over what to buy. Just jump aboard the express chuffa and pay Excellent City a visit!

DARKMAN

Ocean ■ £10.99 ■ £13.99

That shadowy figure makes a decent appearance on the Speccy in a six-level game that bears all the hallmarks of a well-produced Ocean game. The only thing that may be off putting is the difficultly level, which is rather on the hard side. It's arcade combat with most of the action based on platform leaping and beating up opponents. However, level five is played differently as Darkman grabs a rope, and dangling from a helicopter has to avoid obstacles as the scenery of a highway scrolls vertically past!

It all looks very good, the Darkman sprite is well animated and the backdrops are colourful and appealing, although they can hide the sprites at times. *Darkman*'s a big game and a good one, only it didn't quite meet with Smash standards because it may be too frustratingly difficult for some.

OVERALL 82%

TURRICAN 2

Rainbow Arts ■ £10.99

Rave reviewed with a staggering 95% and often referred to as 'the best Speccy game ever!', *Turrican 2* is the ultimate shoot-'em-up played over eleven levels with varying action throughout. One level you run along being the cybernetic Turrican, blasting everything that moves, and the next you're clambering into a space ship and hurtling through a few scrolling levels!

It's not an easy game. The huge variety of aliens take their jobs (ie killing you off) very seriously — especially the end-of-level foes which are deadly (but stunning to see). *Turrican 2*'s graphics are really something to behold. They're colourful, large and move very well considering how much can be going on on-screen at any one time. Quite simply, if you're a shoot-'em-up fanatic there's only one game you need put on your shopping list and that's *Turrican 2*.

OVERALL 95%

HEROQUEST

Gremlin ■ £10.99 ■ £15.99

The computer adaptation of the best-selling board game is great. You can play with up to four characters (players) — pick from Barbarian, Dwarf, Elf or Wizard. Each character has their own strengths and weaknesses, and most have magical powers.

The objective is to attempt the 14 different missions that take place in the dungeons of Morcar. The locations are displayed in isometric 3D and the characters controlled entirely by clicking a cursor over icons. Although there's always lots going on, don't expect an action-packed game — it's a proper animated graphic adventure. Don't miss out on *HeroQuest*'s latest Quest pack — *Return of the Witchlord*: ten new missions costing £5.99 on tape and £7.99 on disk. You must have the original game to play the new quests.

Overall 93%

warning!

Doomdark's Revenge on the CRASH Powertape will not work on +2 machines!

Due to circumstances beyond our control, the game Doomdark's Revenge does not work on +2 machines. Please do not return your tape to the Clinic– all tapes produced feature this error. If anyone can get Doomdark's Revenge to run on a +2 machine please contact CRASH at the usual address. Sorry!

AND, THE BEST OF THE BUDGET

FIRST DIVISION MANAGER

CodeMasters ■ £3.99

If you want to play boss of a football club this is the game to do it with! *First Division Manager* has (more or less) everything a management game should have: tons of features and statistics, and it's illustrated with graphics and accompanied by a sound-track! Absorbing!

OVERALL 86%

CJ'S AMERICAN ANTICS

CodeMasters ■ £3.99

Actually, very much like the first *CJ* game, *CJ's American Antics* is a glorious bounce-around platform game that's packed with colour and playability. Travel through America, discovering the correct platform route as you go, in an attempt to rescue your captured elephant chums and knock nasties away!

OVERALL 91%



STACK UP

Zeppelin Games ■ £2.99

Take *Tetris* and *Connect 4* and you've got a vague idea what *Stack Up*'s like. Simply guide the falling groups of blocks so they form horizontal, vertical or diagonal lines of three or more of the same colour. To add variety you can change the style of graphics to suit yourself from four different types. Simple, high-playable and wildly addictive. Go buy.

Overall 80%

It's shocking! It's rocking! And it's all happening...

Next Month!

The game that spawned loads of clones makes its appearance, in its ultimate form, on next month's Powertape!

Boulderdash 4



● The complete game and the Construction Kit!

Cavern after cavern of treacherous traps, falling boulders and diamonds to collect! Starring Rockford, one of the first real gaming stars, Boulderdash is internationally acclaimed as one of the most addictive and playable games created! Complete with its own construction kit (design your own caverns!) *Boulderdash 4* is yours — next month!

Plus! Dark Sceptre



Another mastergame from Mike Singleton, the creator of Lords of Midnight and Doomdark's Revenge, it's Dark Sceptre! An involving arcade adventure with huge full-colour graphics! The strategic thinking behind the puzzles it throws up will have you blending your brains for ages... and (guess what?) it's yours — next month!

I want me CRASH

ZX SPECTRUM

Hurrah! For newsagents, eh? Why, without useful purveyors of periodicals (like yourself) we'd all be up the creek with nowt to read, wouldn't we? So, local newsie, I'd really appreciate it if you'd reserve/deliver a copy of CRASH (the world's most happening Speccy mag) every month! Thanks ever so!

My name is ....

I live at. ....

....

And my postcode is ....

● To the Newsagent: CRASH is a monthly publication from Newsfield Ltd (0584 875851) and is distributed by COMAG on SOR.

And... don't miss...

● ***TECH TAPE*** — another packed program to give your Speccy a wallop of power!

● ***POKEMANIA*** — packed with cheats to help you beat the toughest games around!

Good Grief!

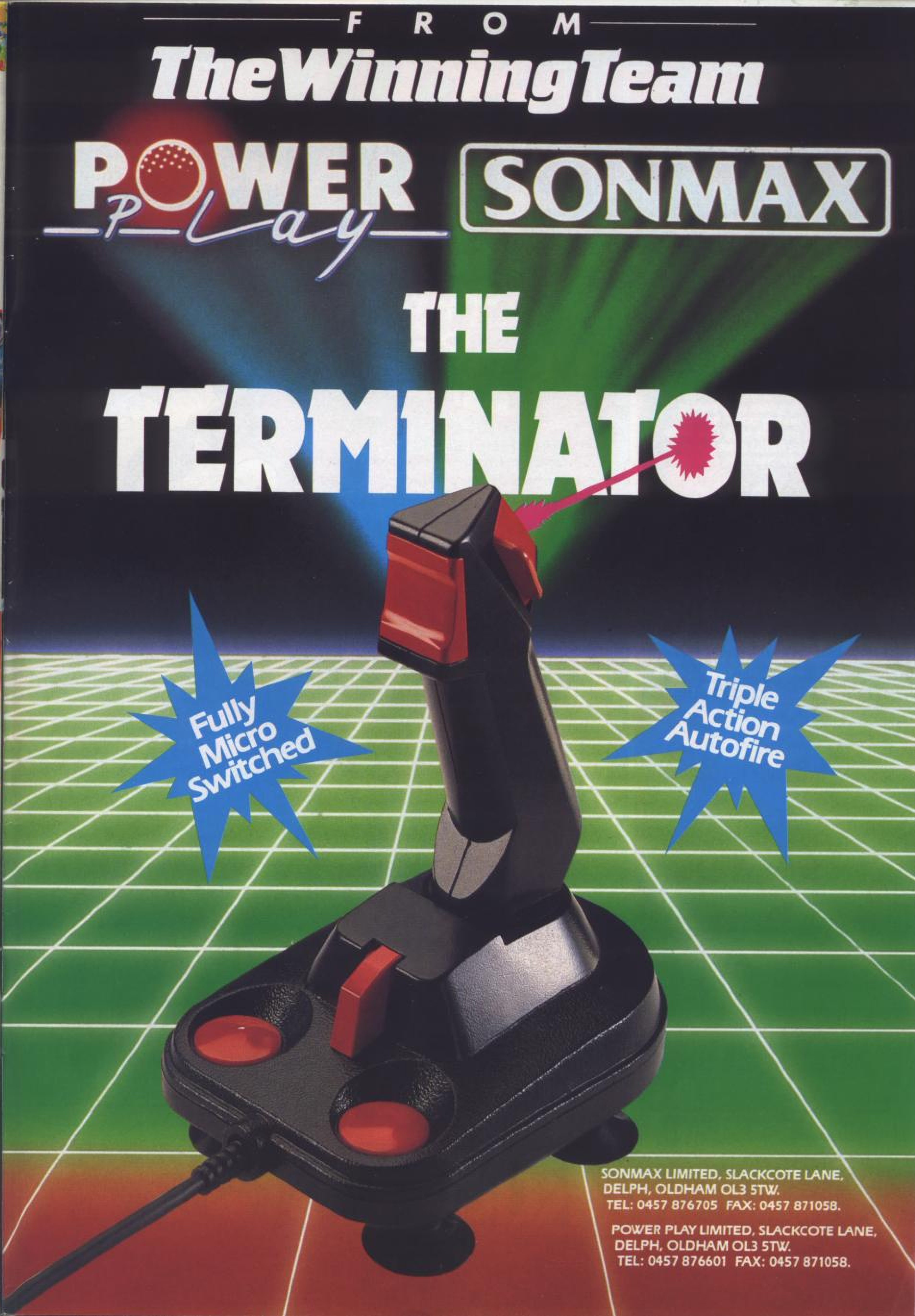
● And, in the mag, there's the final run-down of the Top 100 Speccy Games (your votes are counted!) and there's (finally!) *The Lords Of Midnight* tips and solutions. Plus the usual barrage of game reviews, tips, previews and all the hottest action heading towards your Speccy!

Go on...

● Do your Speccy a favour and pick up the next thrill-packed issue of CRASH — on the streets on October 17!

Quick!

● Hurry over to page 41 and check out our amazing subscription deal! (it's fab and cheap!) and it'll ensure that you never miss out on the action!


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PLAY THE GAME MAN!

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

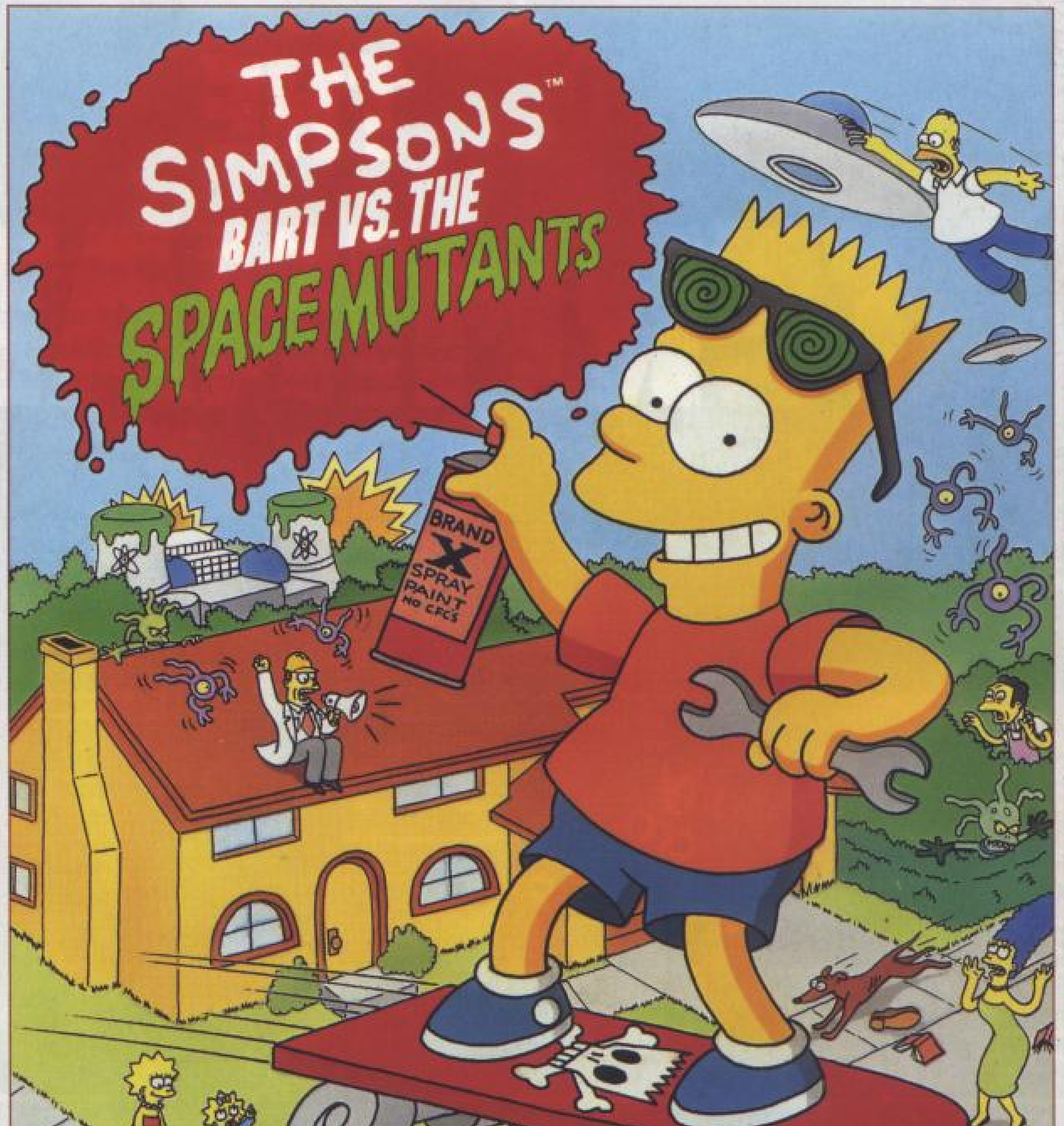
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







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